whoo finally finished this all the way through! it was really really good and really really fun!! I cannot imagine it was easy to construct so many puzzles so precisely!

i love cursed puzzles

120 Increasingly Cursed Knight Puzzles

Mechanics may need deducing.

Each puzzle only has one solution.
(the order in which things are done may vary but the underlying steps stay the same)

Bro... why did you have to ruin chess?

as a puzzle game. definitely something i would finish if i bumped into it on cool maths games

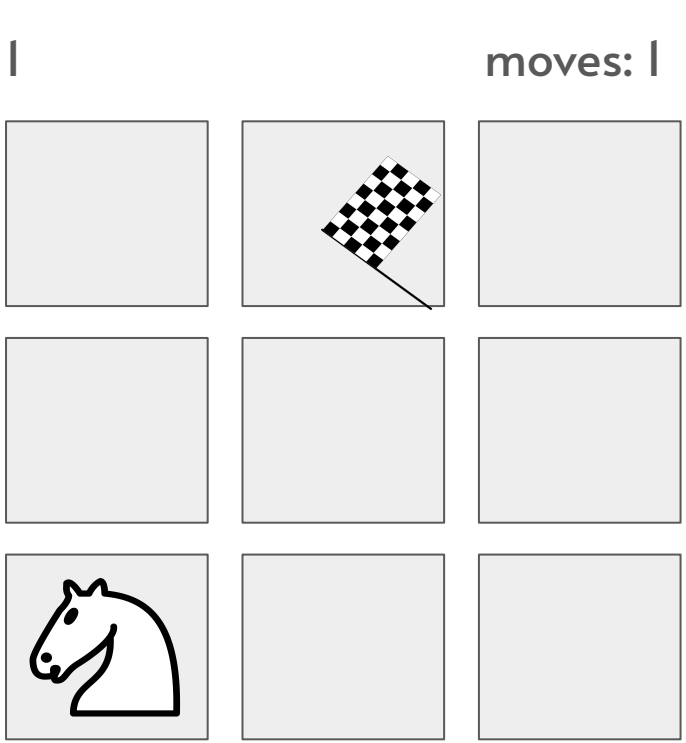
you were indeed not lying this is in fact fire
omg i just scrolled down a bit to take a look this gets crazy what

Ayo, this concept of "here's a symbol, figure out what it means lol f you" is 🔥

if you're gonna send me a virus just get it over with

Chapter 1

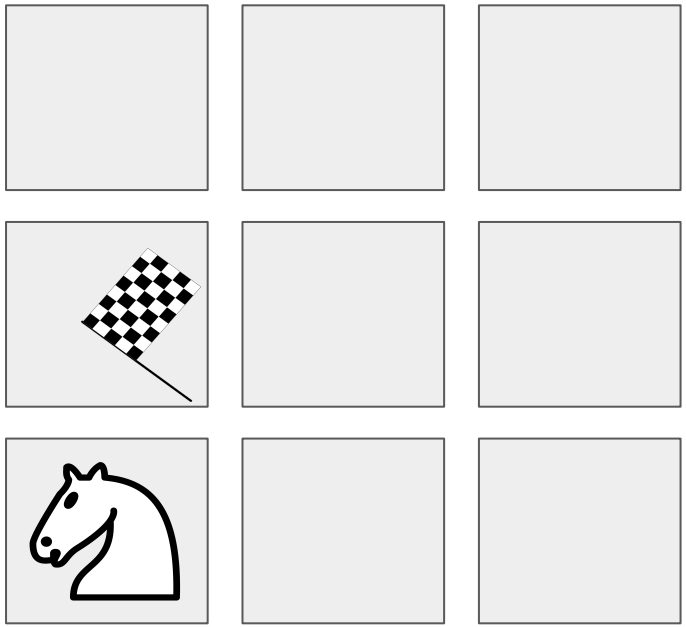
The Basics
35 Puzzles



Jump

2

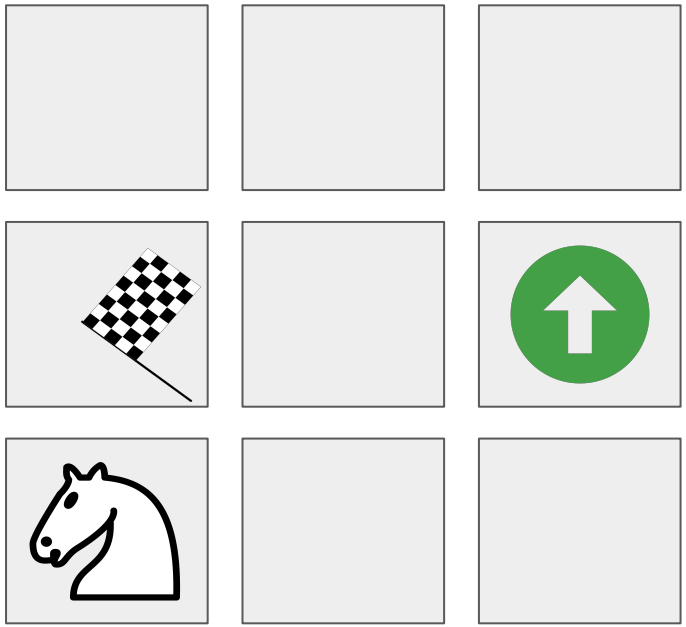
moves: 3



Triple Jump

3

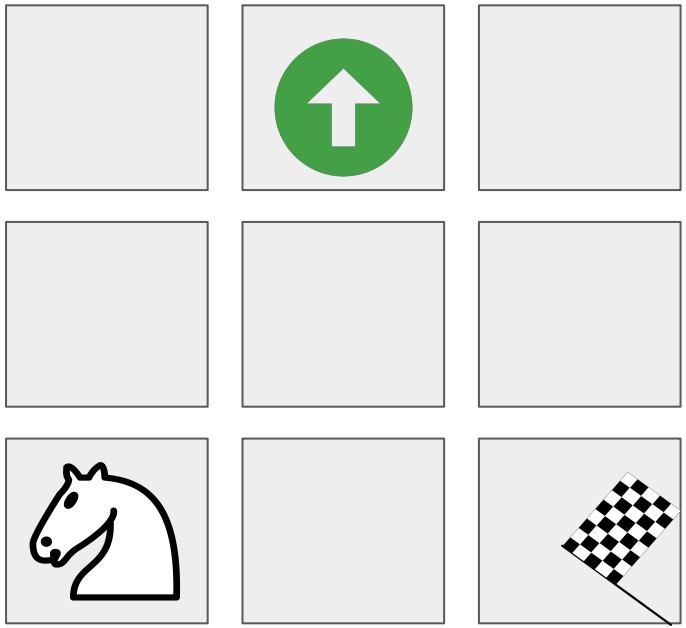
moves: 2



Arrow

4

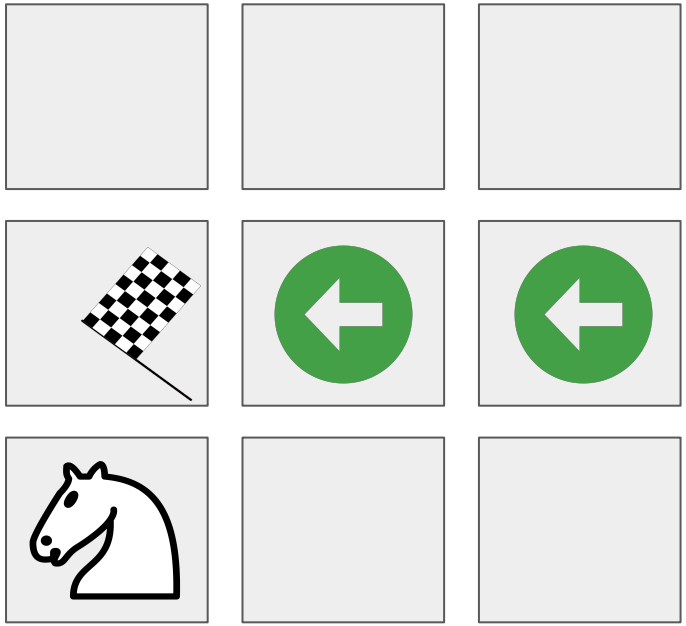
moves: 6



Mischievous Arrow

5

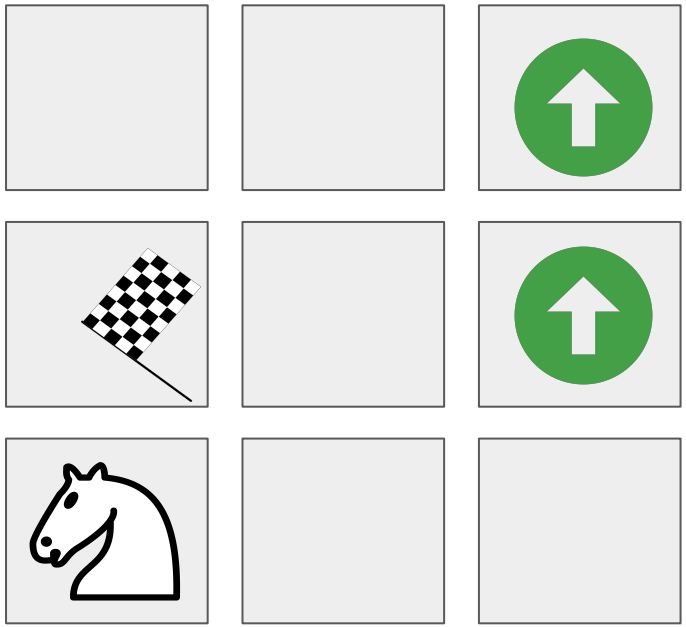
moves: 1



Chained Arrows

6

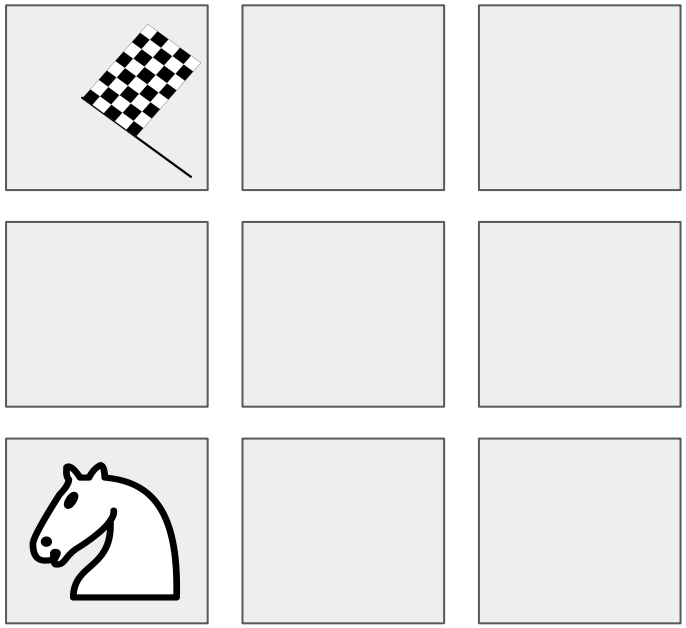
moves: 3



Mischievous Chain

7

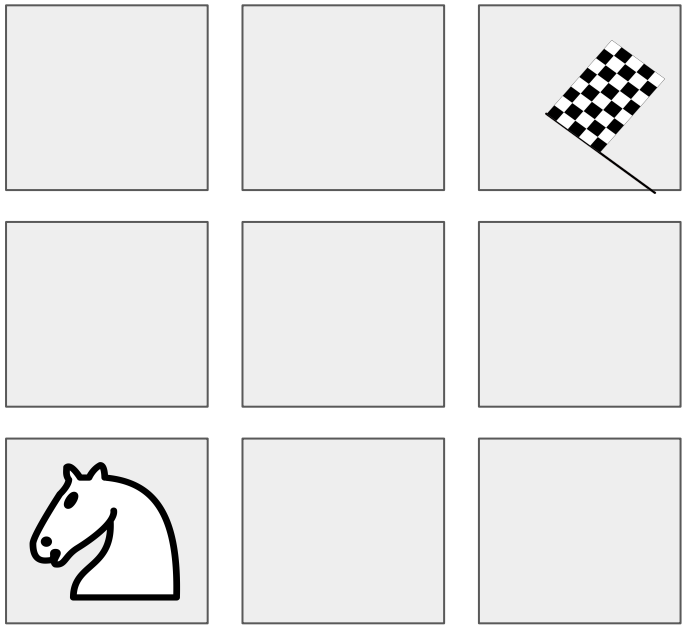
moves: 1



Void Arrow

8

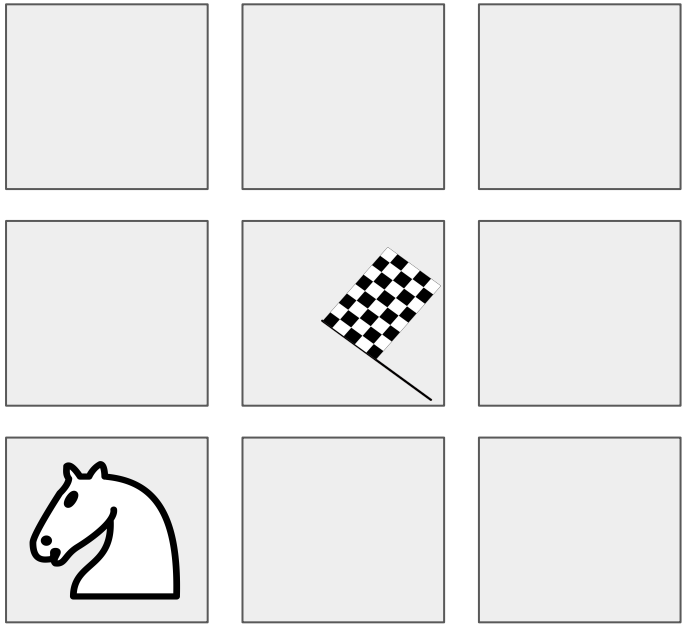
moves: 2



Void Chain

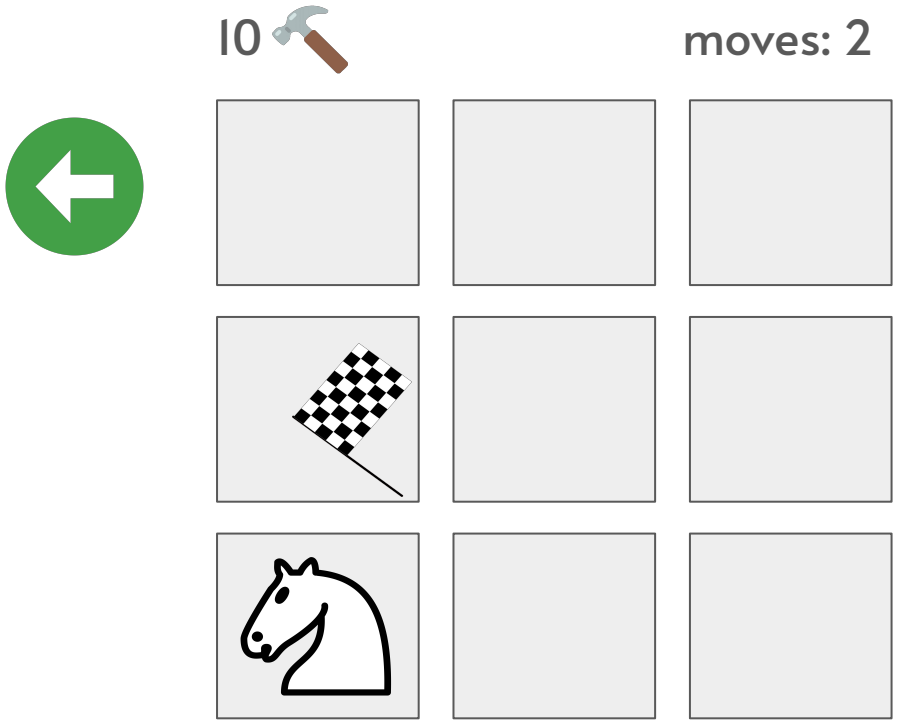
9

moves: 2



psst, this arrow is here so that there's just one solution. it's a red herring.

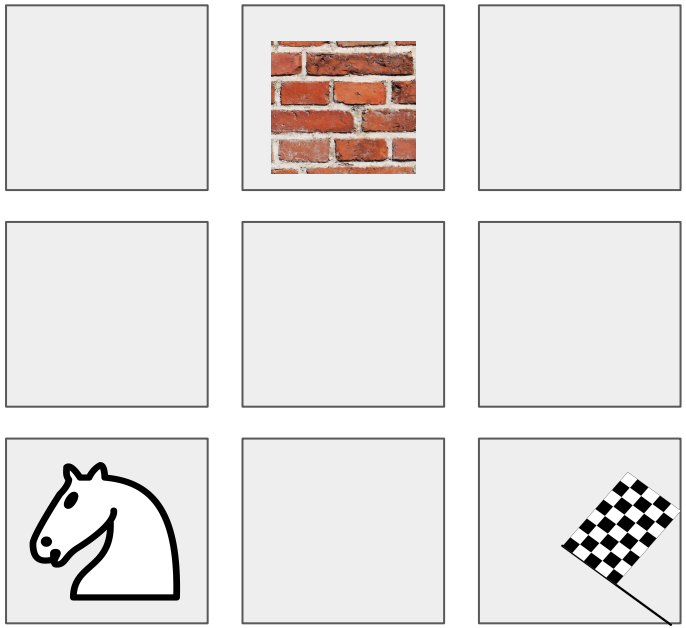
Construction



Distant Construction

II

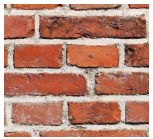
moves: 6

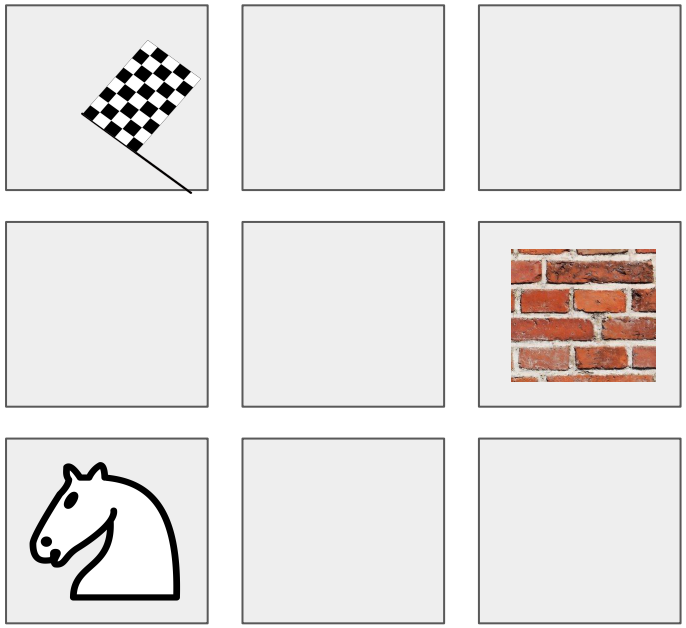


Obstruction

12 🔨

moves: 2

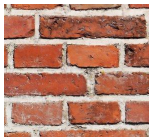


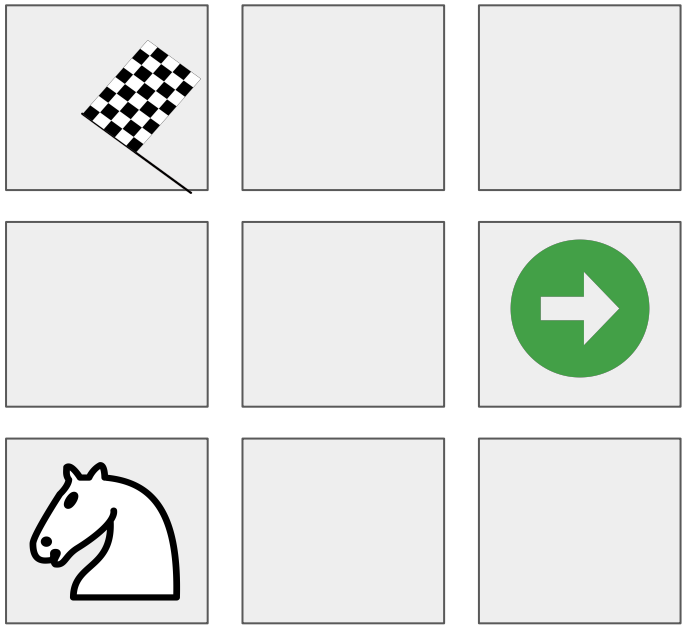


Demolition

13

moves: 2

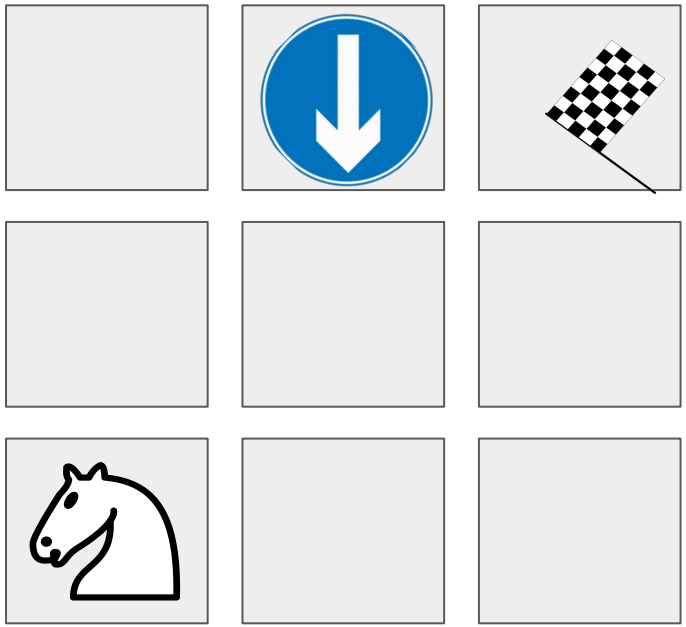




Renovation

14

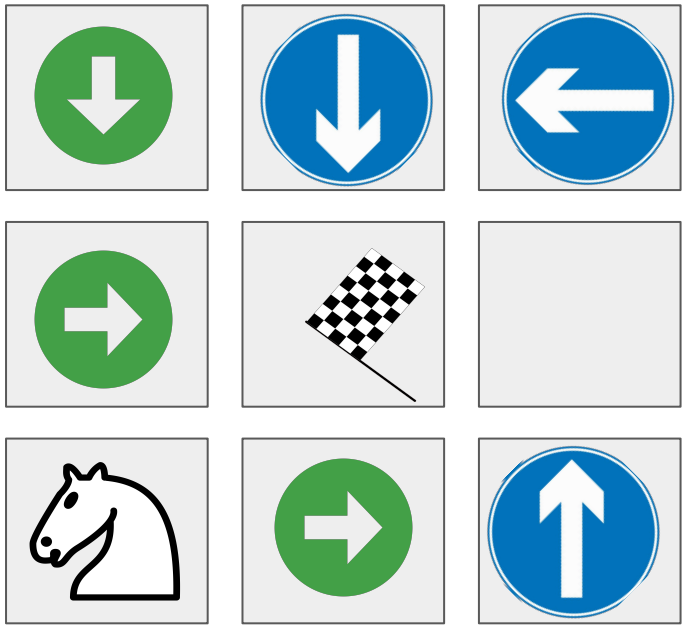
moves: 2



Cool Blue Arrow

15

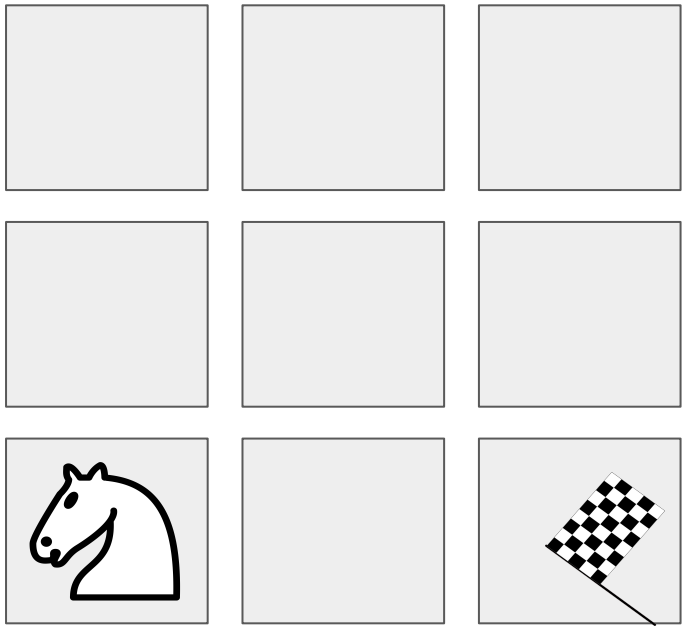
moves: 1



Dizzy

16

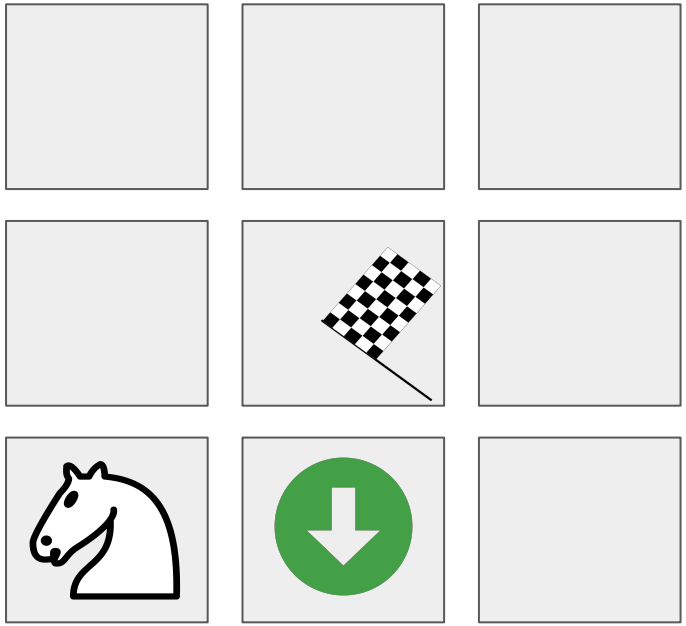
moves: 1



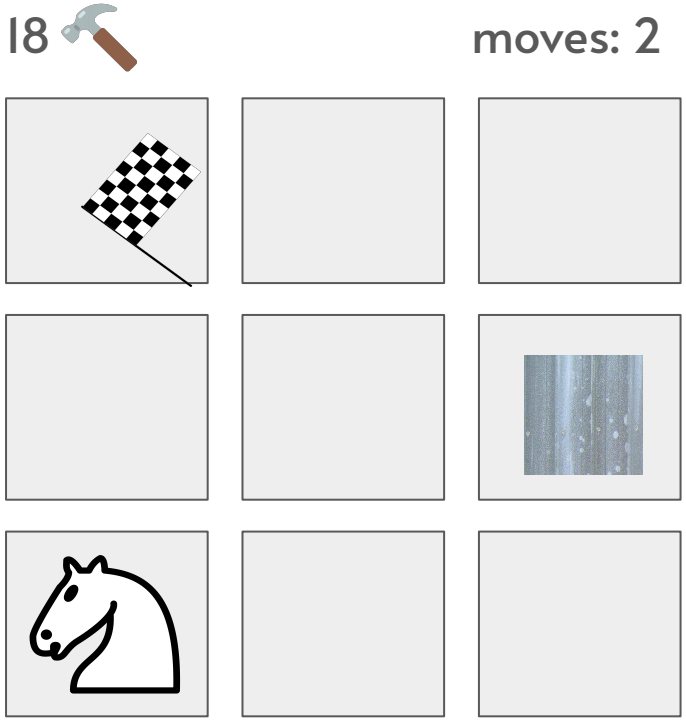
DIY Arrow

17

moves: 1



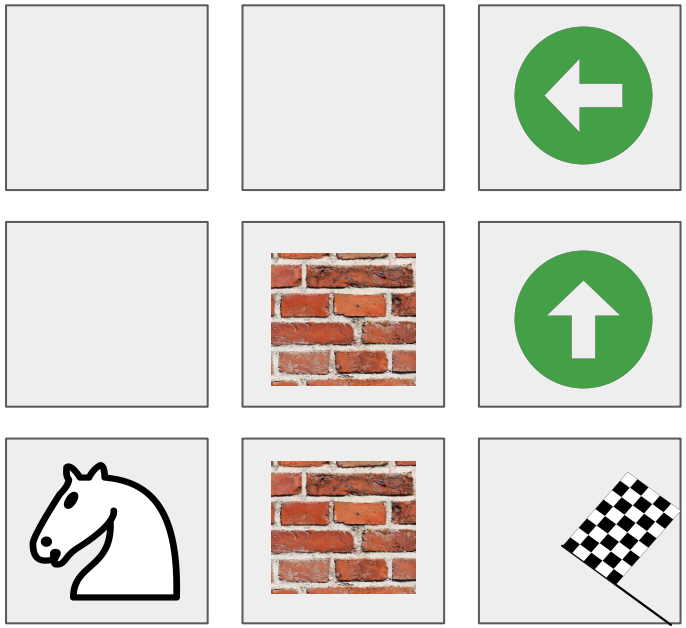
DIY Chain



Reinforcement

19

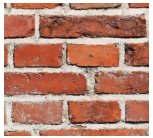
moves: 2

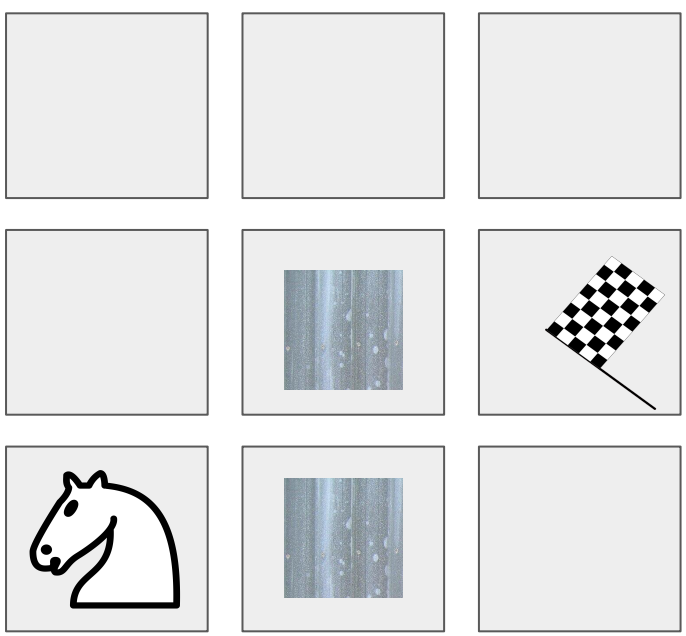


Blockade

20 🔨

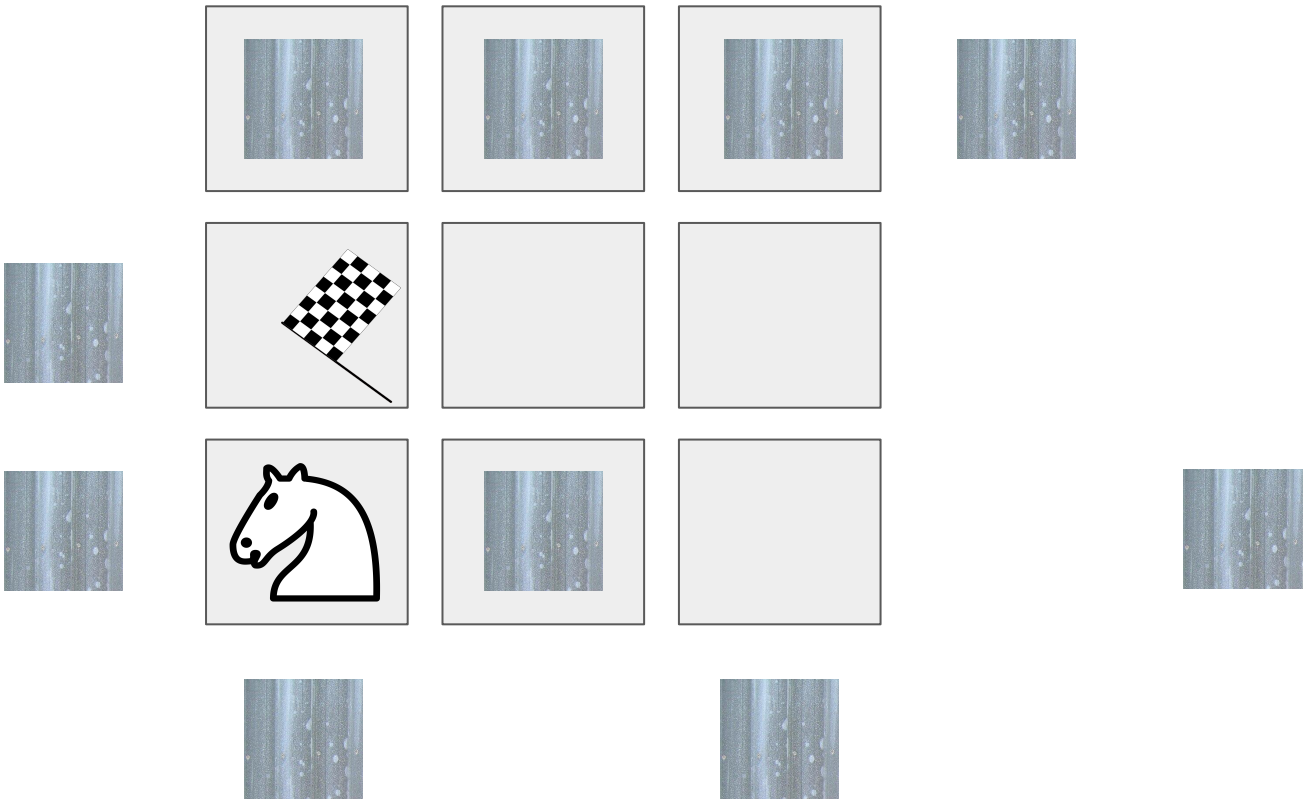
moves: 3





Detour

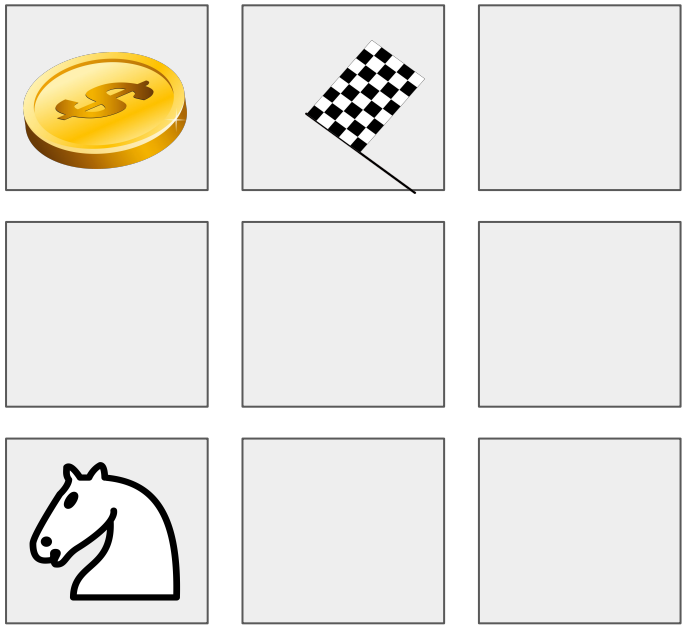
21 🔨🔨 moves: 5



Re-entry

22

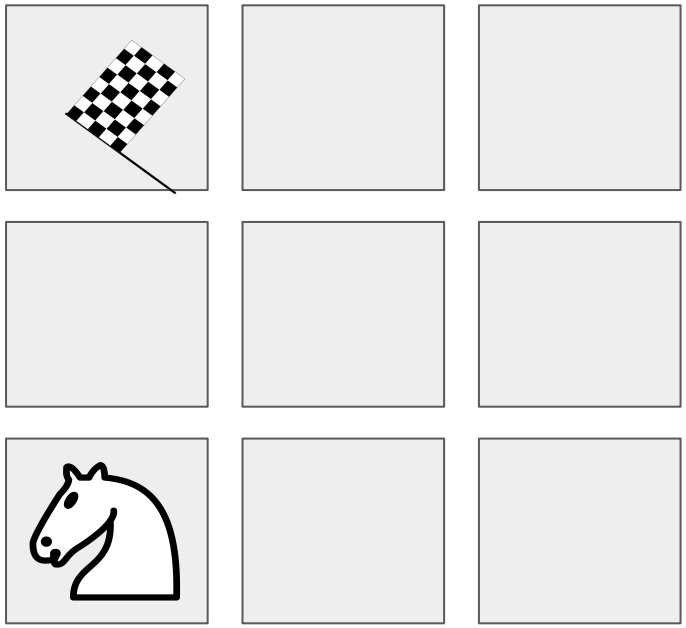
moves: 5



Sidequest

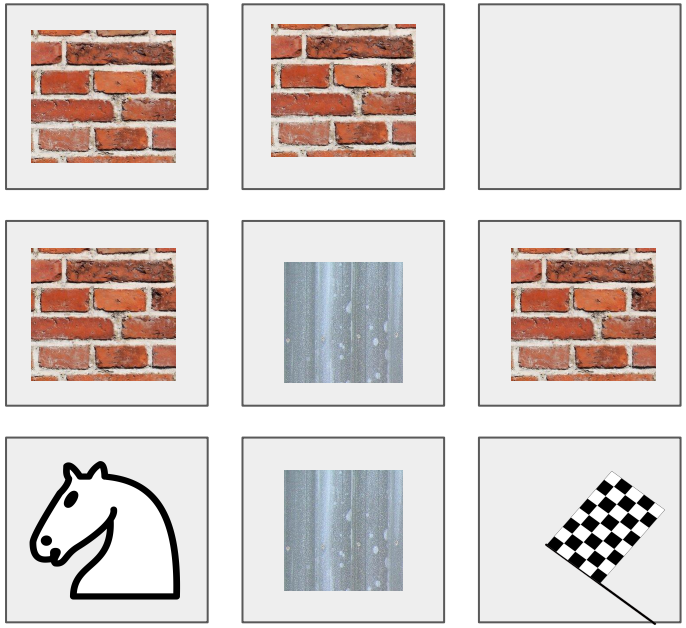
23

moves: 4



Heist

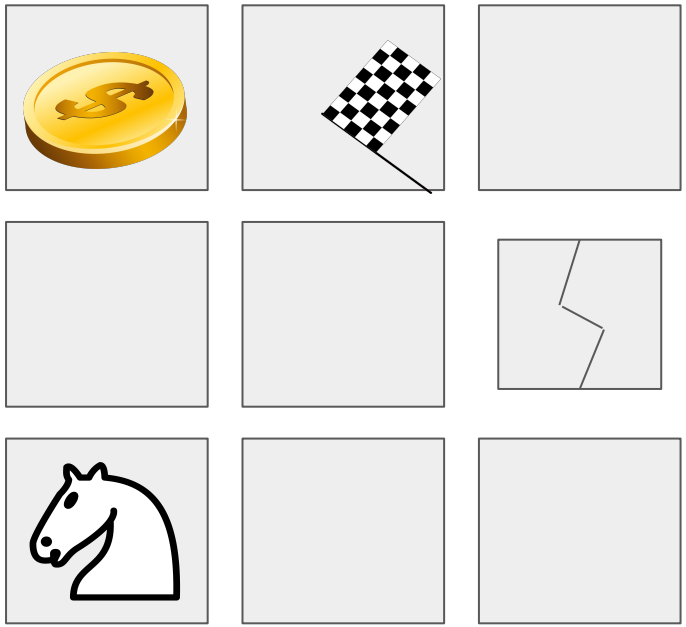
24 moves: 2



Jailbreak

25

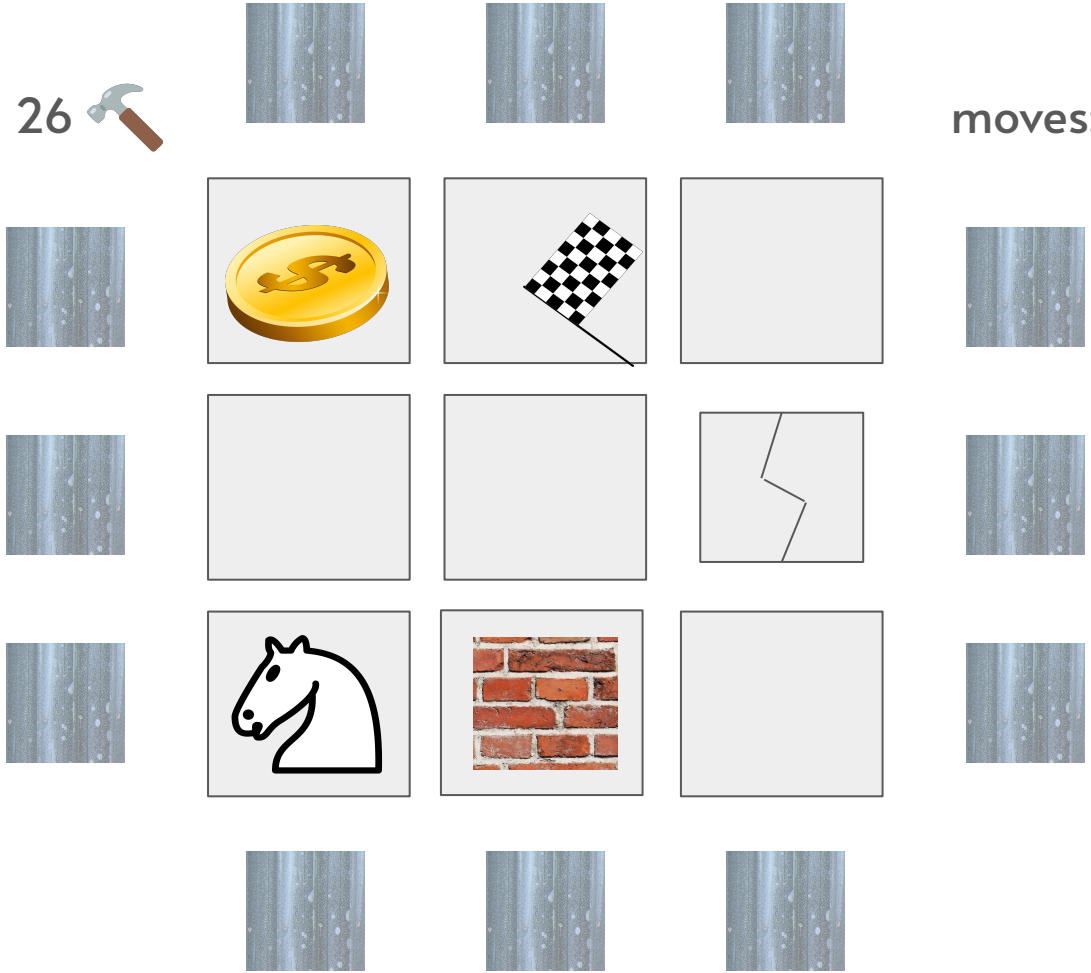
moves: 7



Decay

26

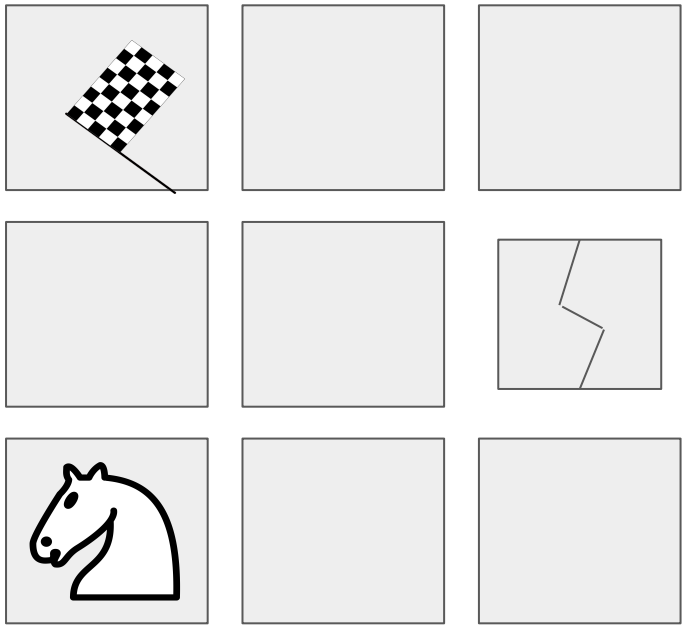
moves: 7



Irreplaceable

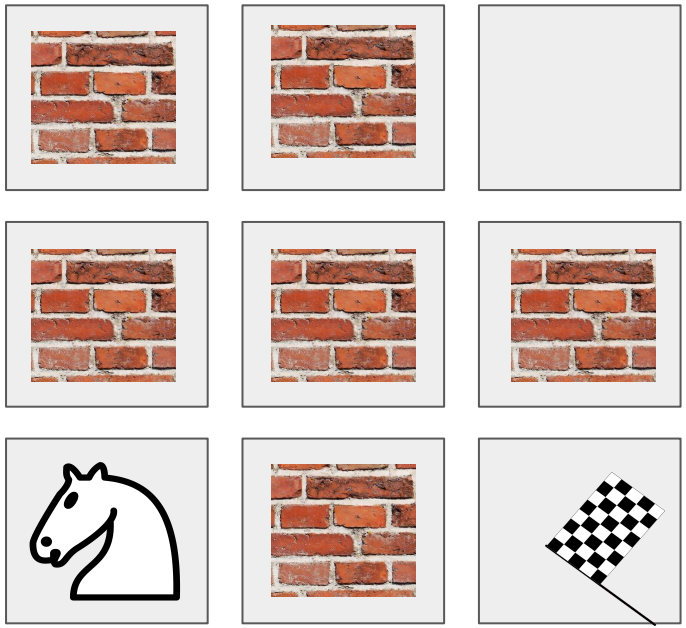
27

moves: 4



Heist 2

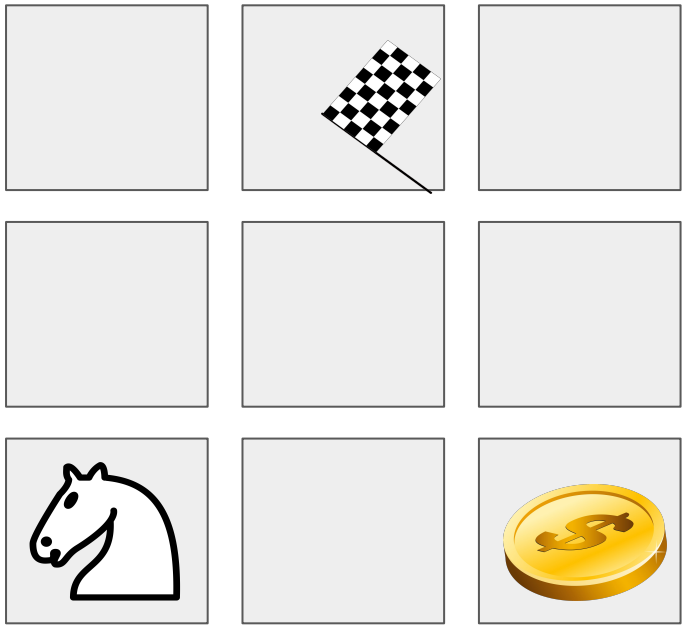
28 moves: 2



Jailbreak 2

29

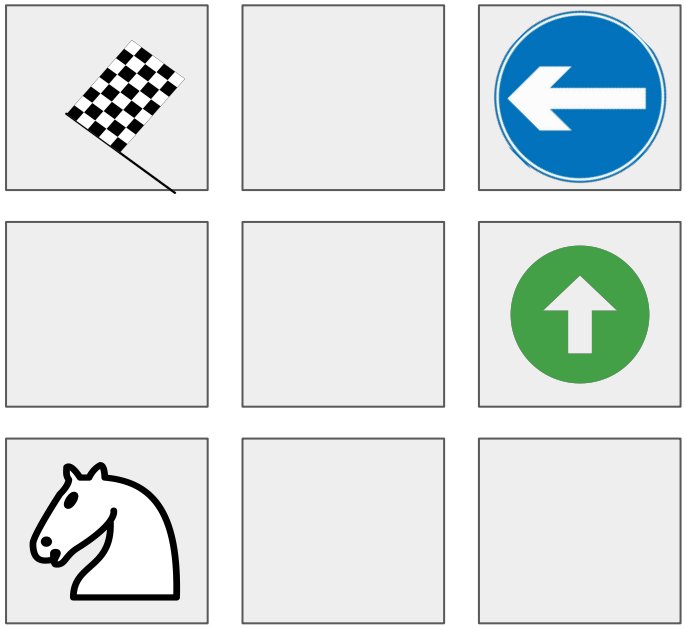
moves: 7



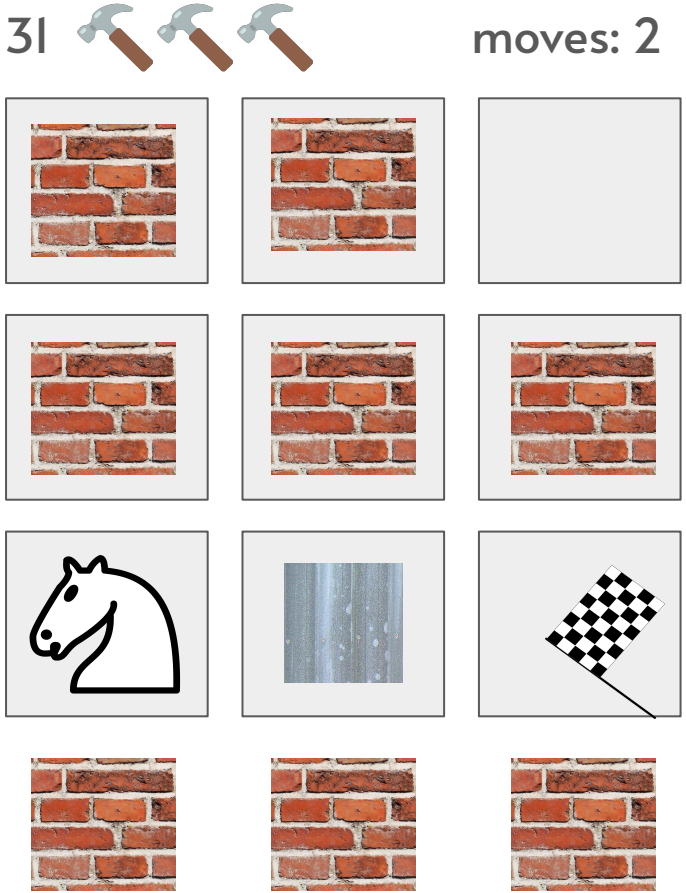
Unfinished Business

30

moves: 5



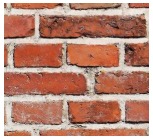
Heist 3

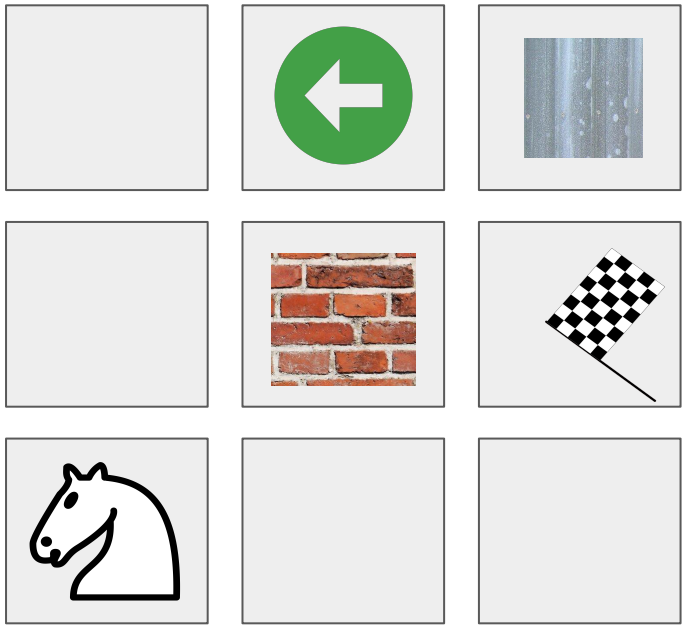


Jailbreak 3

32

moves: 3

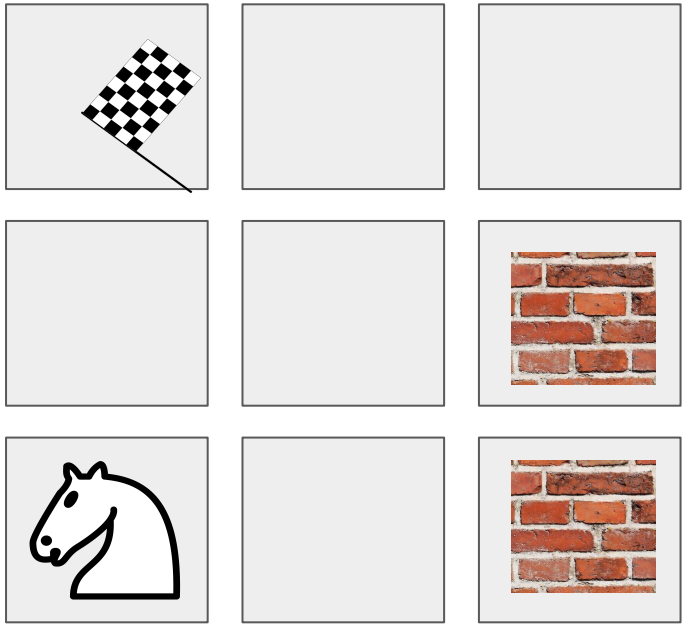




Deceit

33

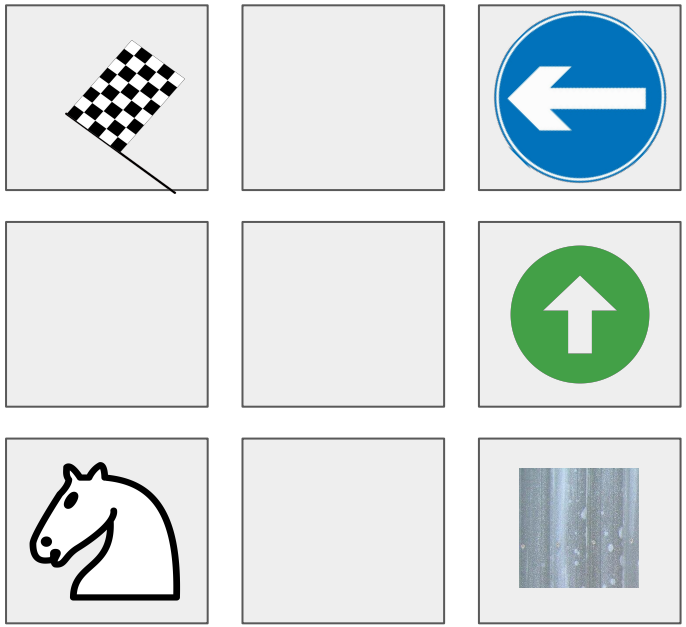
moves: 4



Delay

34

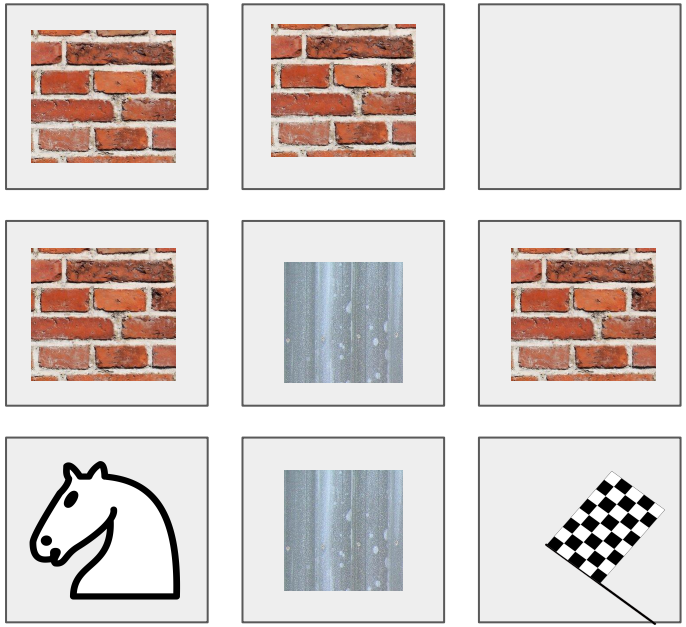
moves: 5



Heist 4

35

moves: 4



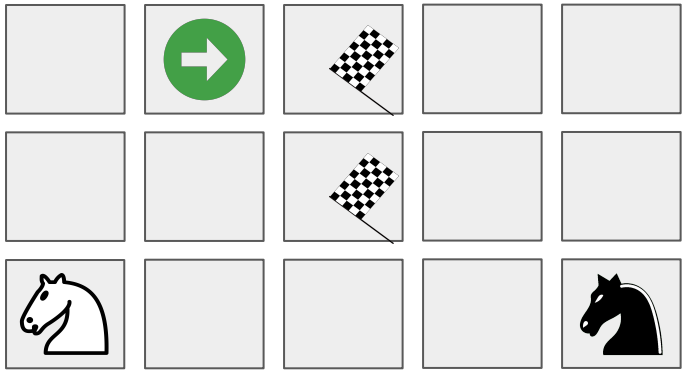
Jailbreak 4

Chapter 2

Knights, plural
20 Puzzles

36

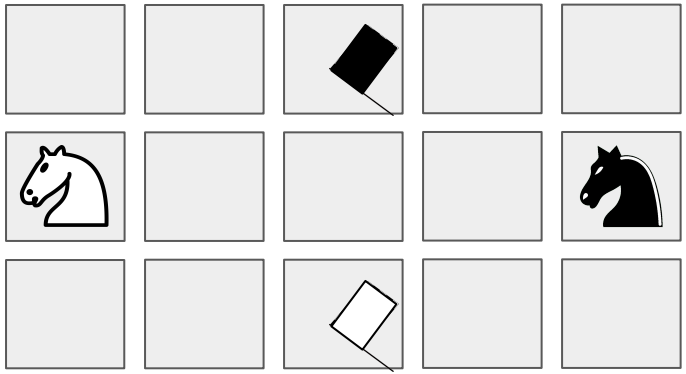
moves: 2



Twins

37

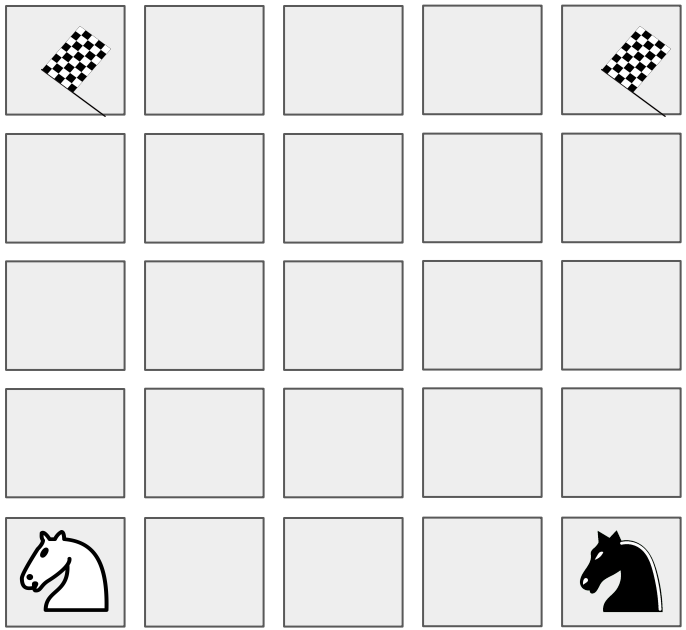
moves: 2



Disambiguation

38

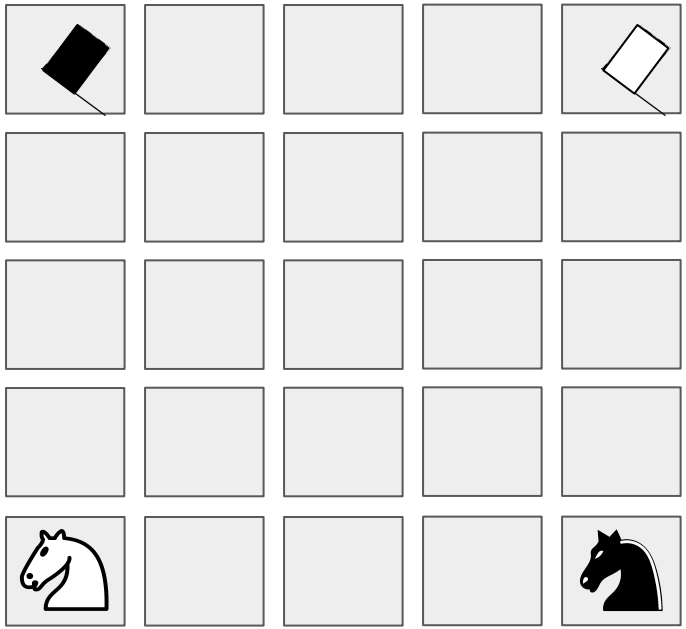
moves: 4



March

39

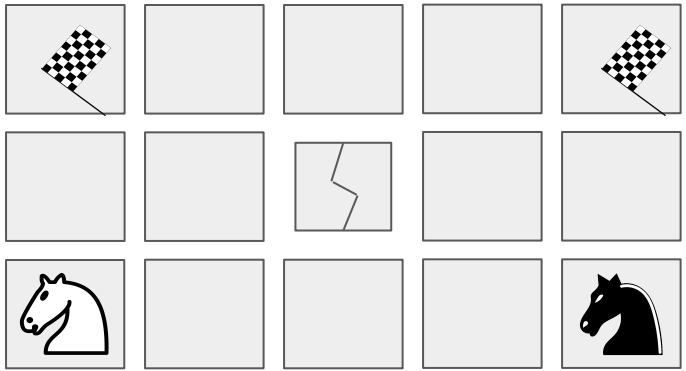
moves: 4



Swap

40

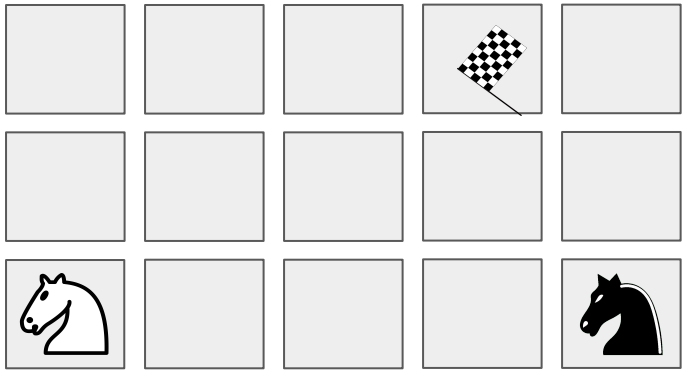
moves: 4



Single-use

41

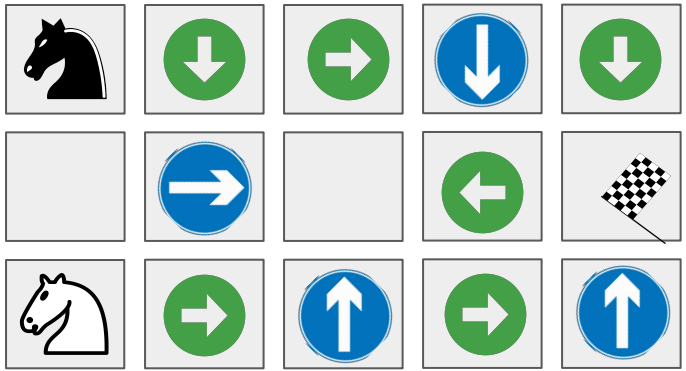
moves: 1



Non-obligatory

42

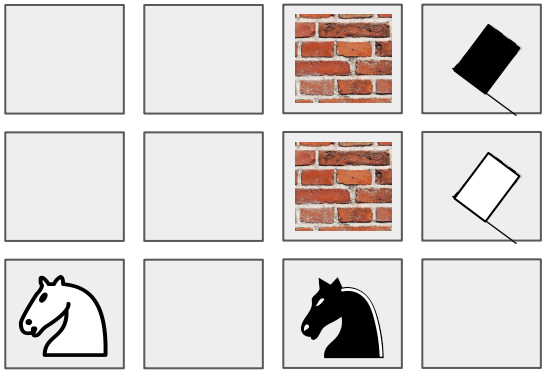
moves: 1



Arrow Maze

43

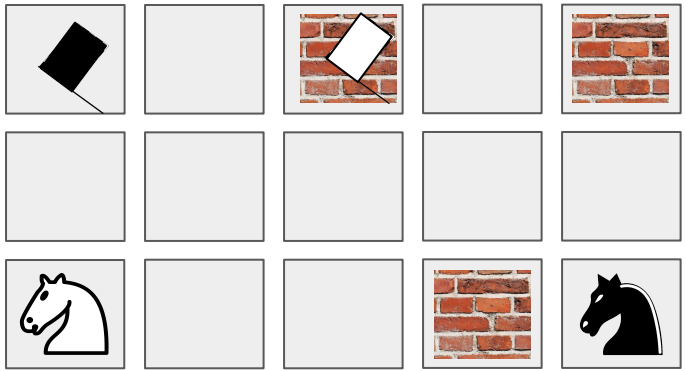
moves: 5



Horseback Riding

44

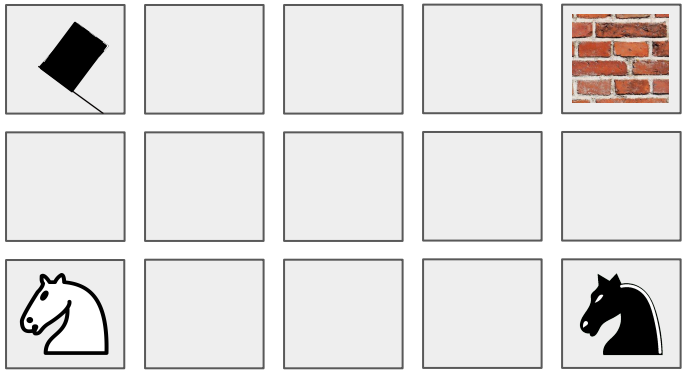
moves: 6



It’s Over, Anakin!

45

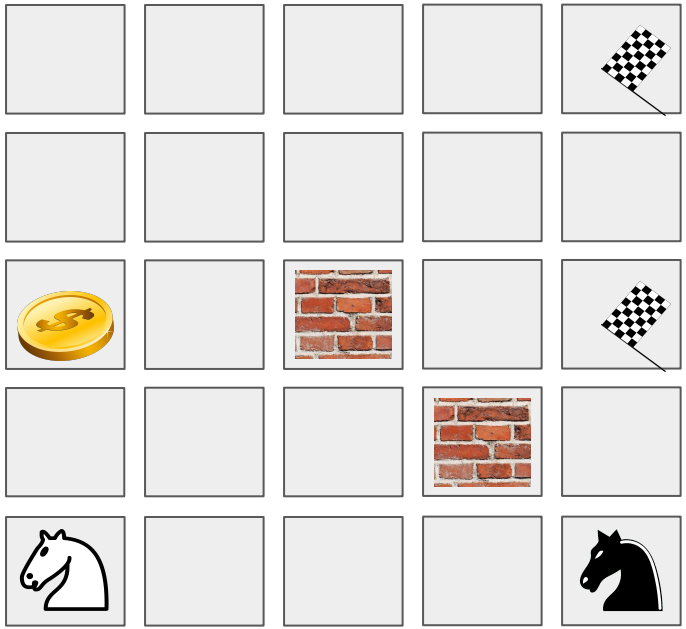
moves: 12



Hike

46

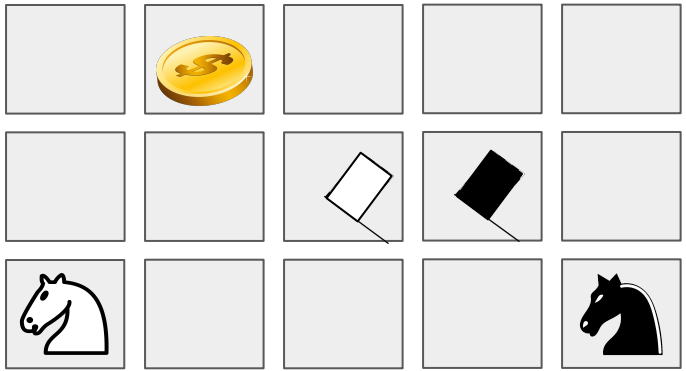
moves: 6



Up for Grabs

47

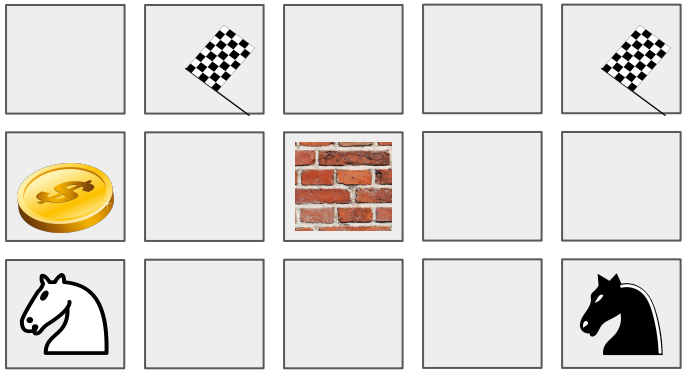
moves: 5



Slalom

48

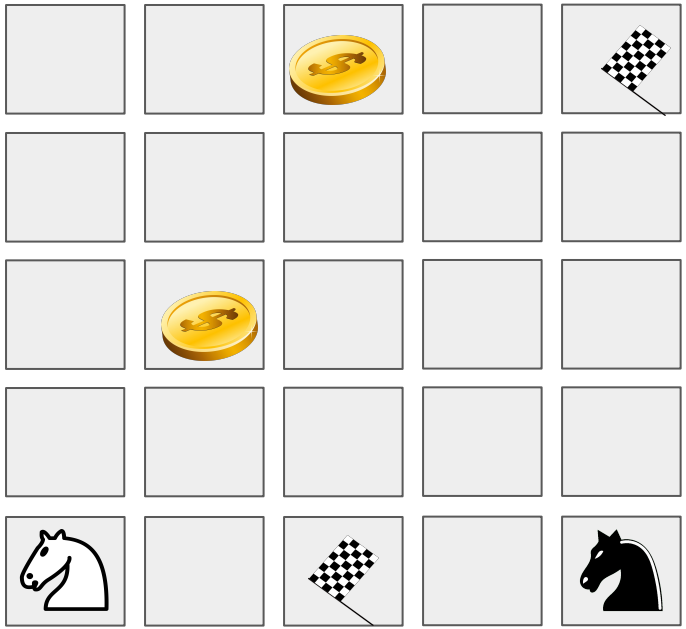
moves: 7



Patient

49

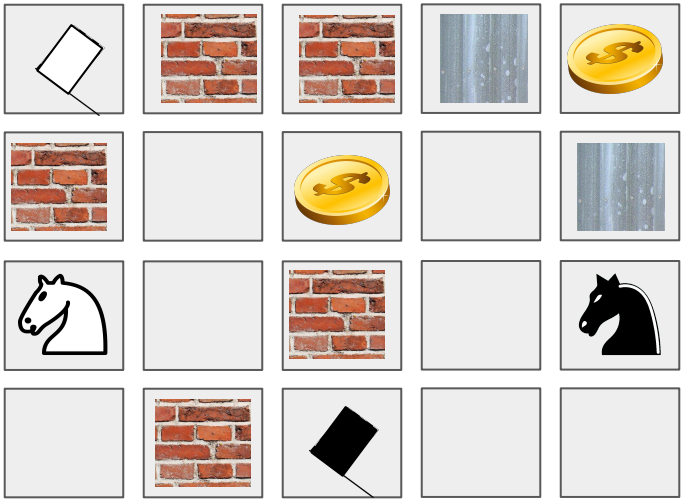
moves: 6



Sharing is Caring

50

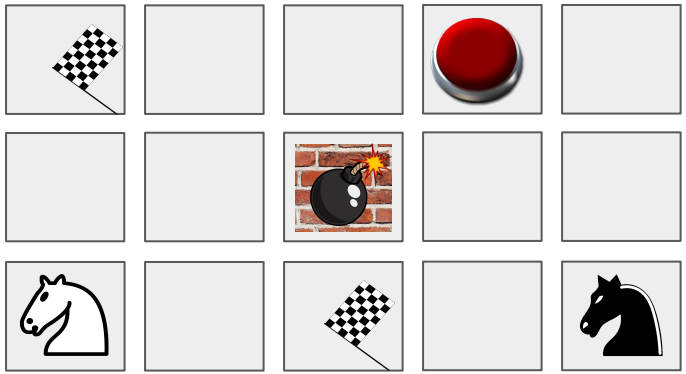
moves: 7



Wall

51

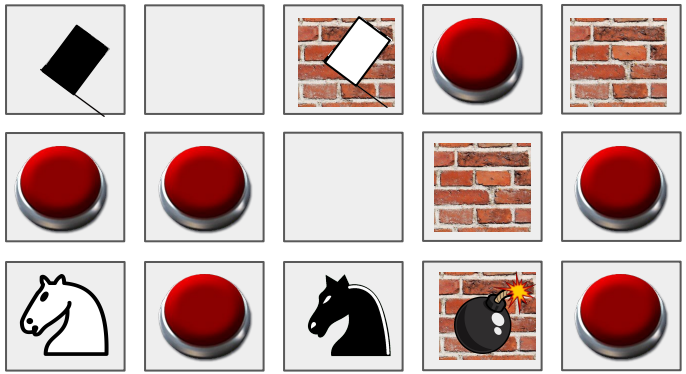
moves: 4



Detonation

52

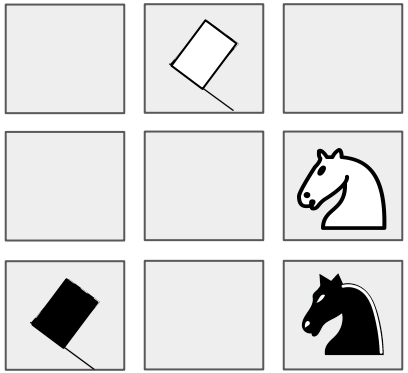
moves: 8



Minefield

53

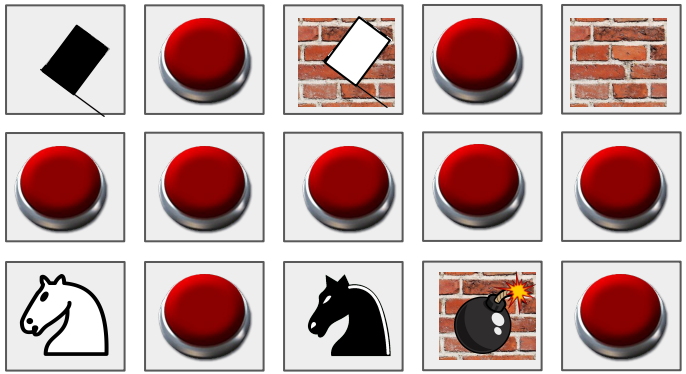
moves: 12



Trespassing

54

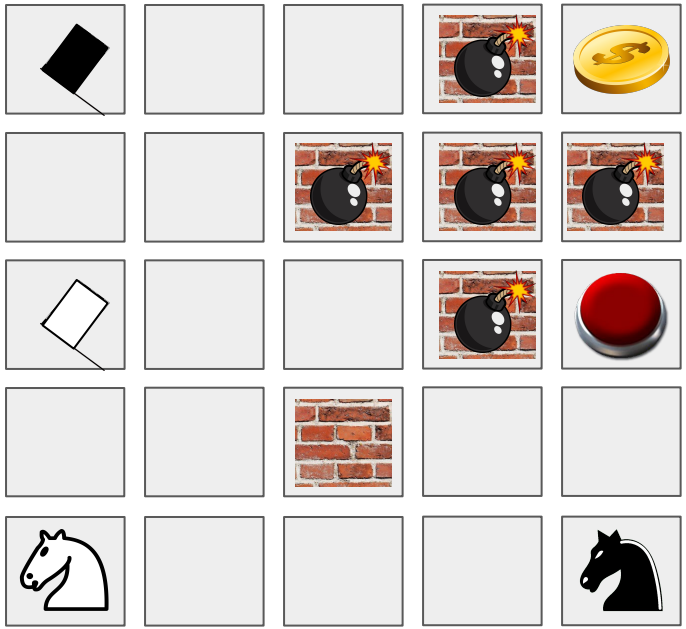
moves: 8



Minefield 2

55

moves: 12



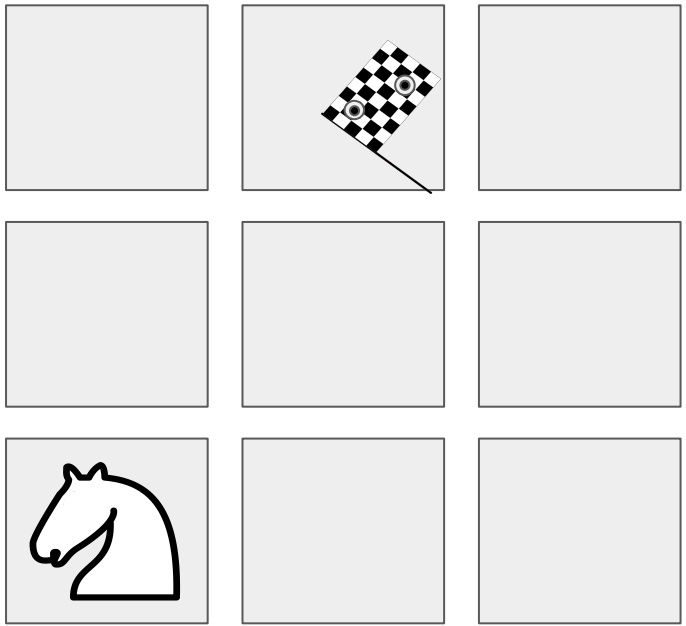
Fireworks

Chapter III

The Knight's Friends
5 Puzzles

56

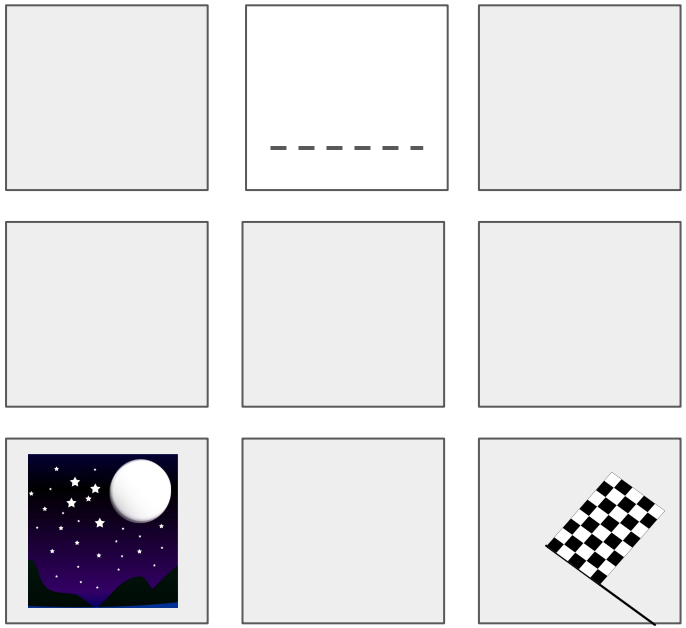
moves: 1



FLAG IS YOU

57

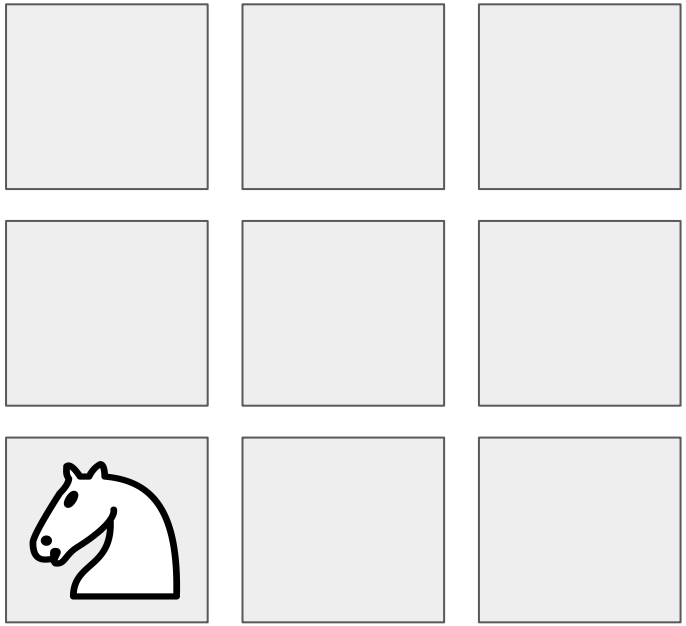
moves: 2



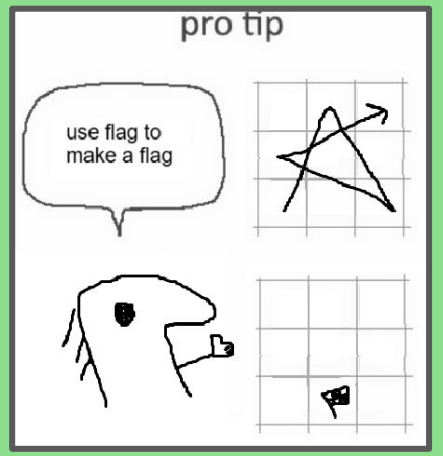
Jargon

58

moves: 5



Flag



there's another level where you jump like this but the justification is that it doesn't have this ui element

Horse Sorcery

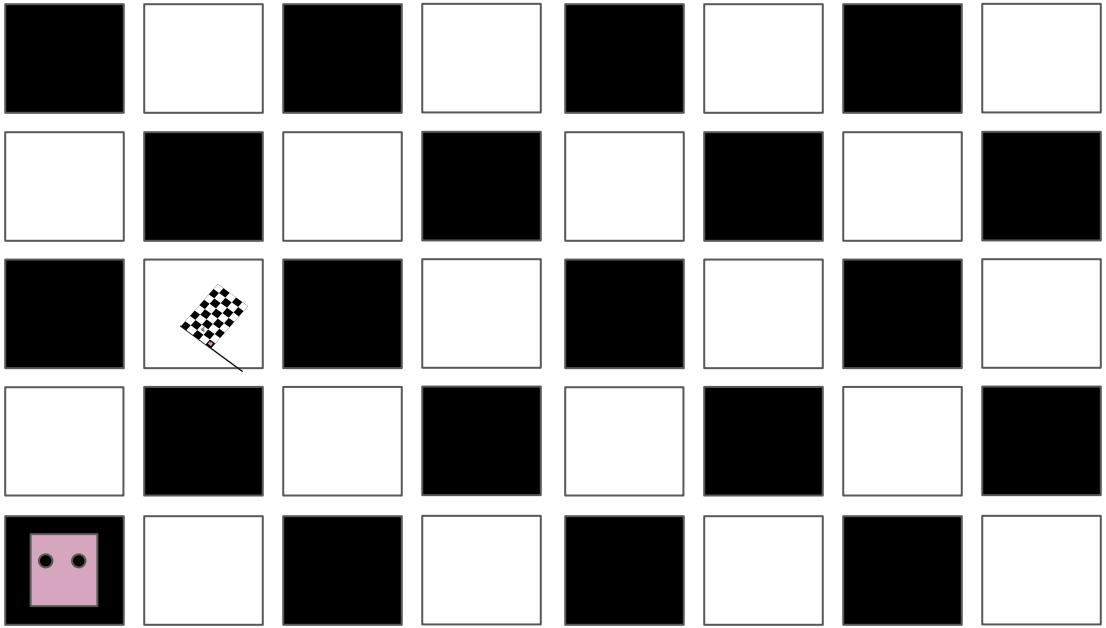
59

moves: 9

Yummy Adventure

60

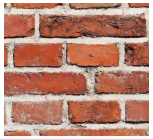
moves: 1



Knight's Knifedrawer

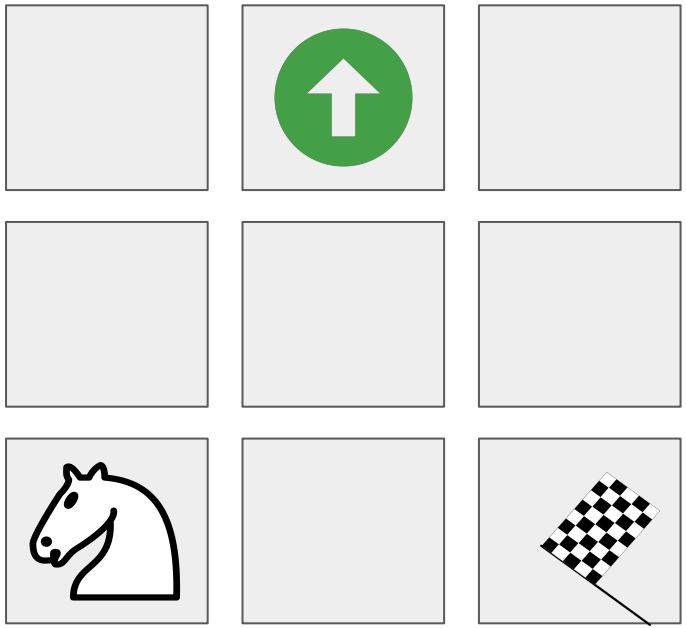
Chapter IV

Advanced Chess
20 Puzzles



61

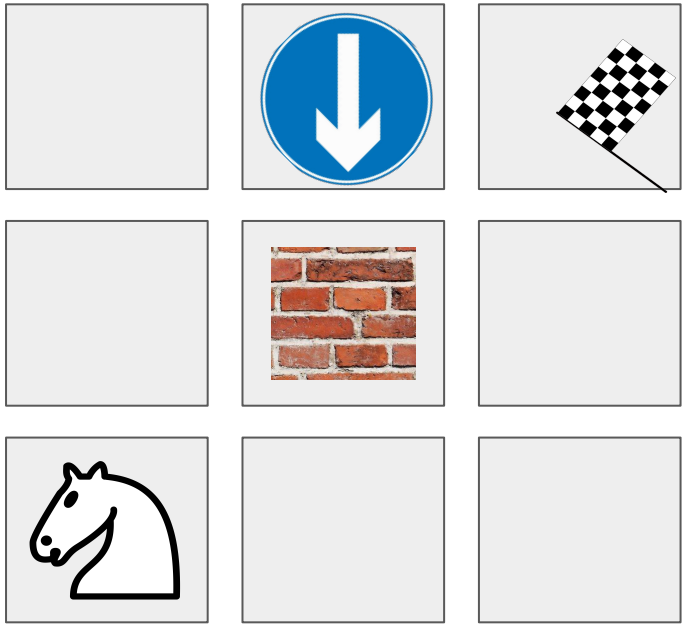
moves: 2



Immovable Object

62

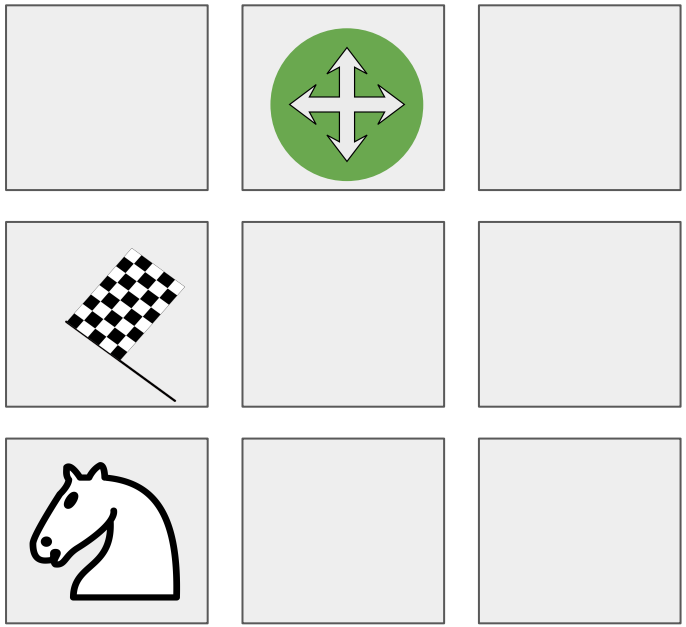
moves: 2



Trample

63

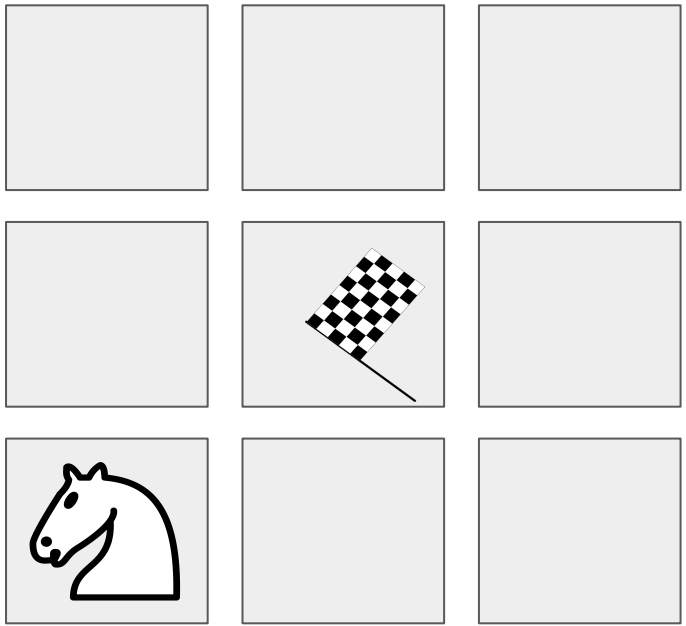
moves: 2



Agency

64

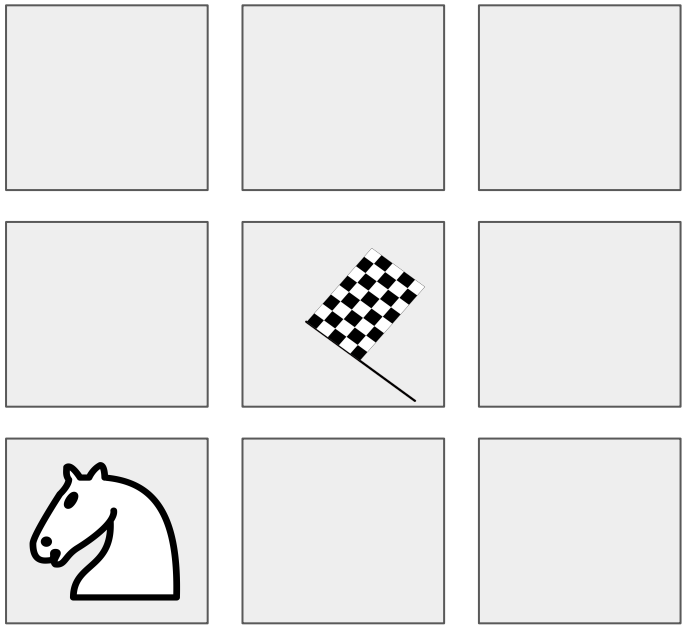
moves: 4



Reuse

65

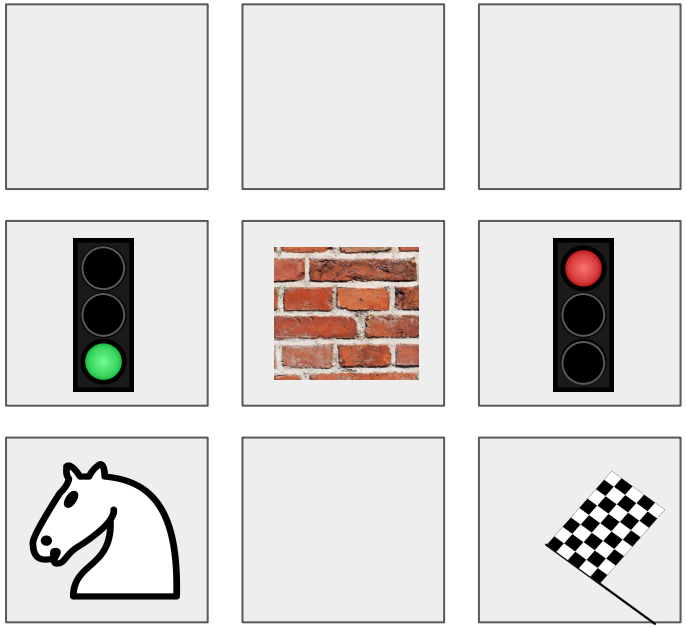
moves: 4



Recycle

66

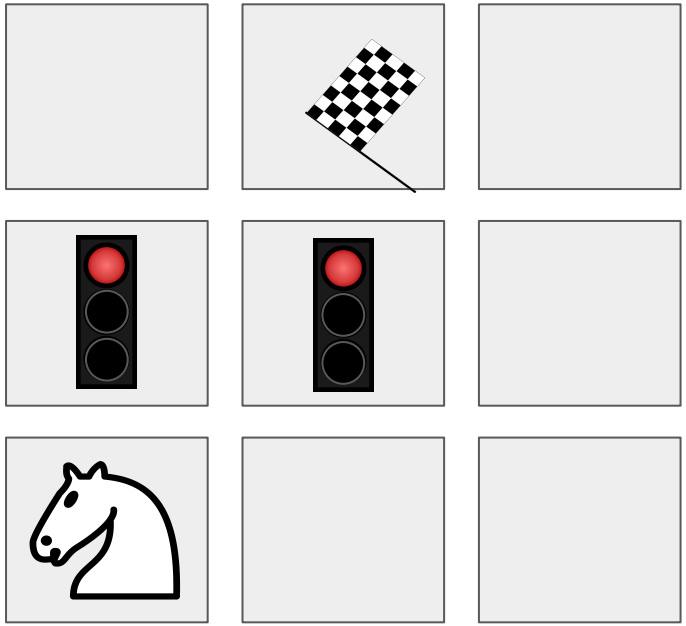
moves: 2



Unsynchronized

67

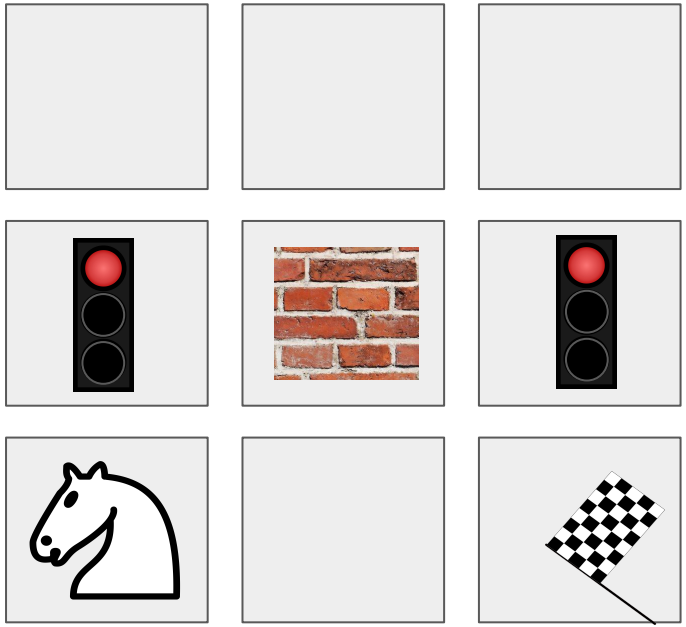
moves: 2



Wait

68

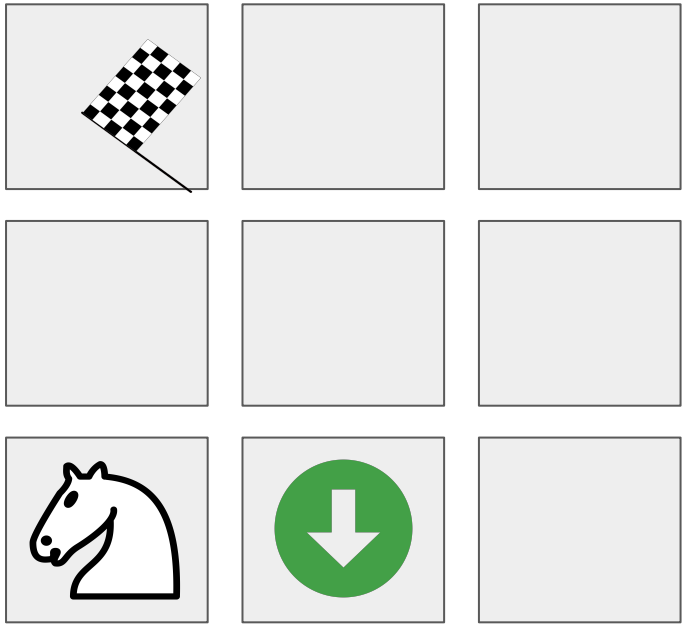
moves: 4



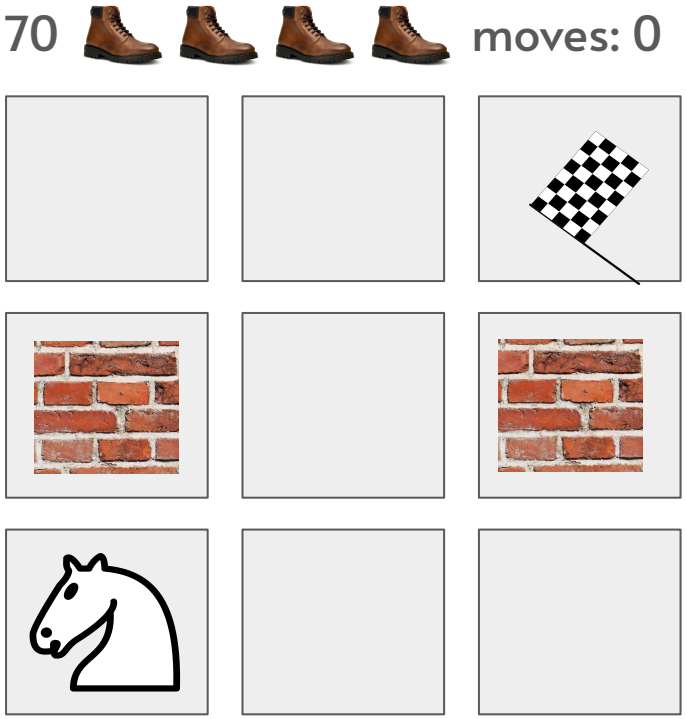
Cycles

69

moves: 1



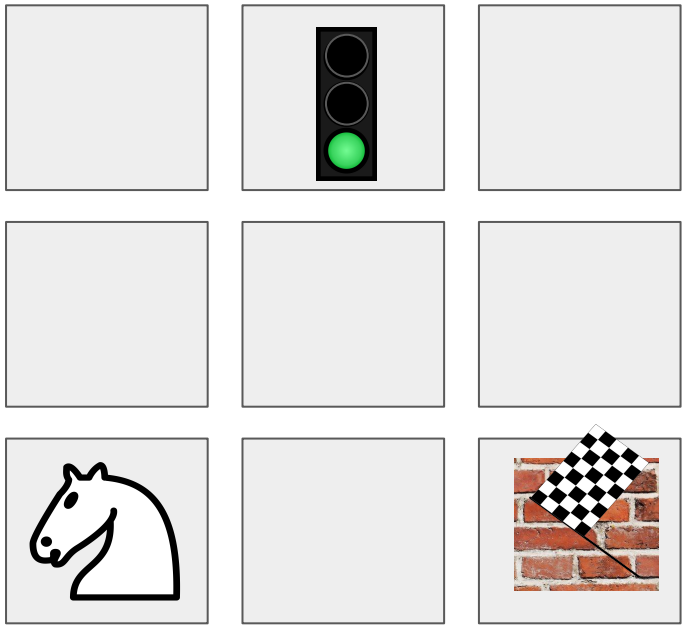
Boots



Blink and you'll miss it

71

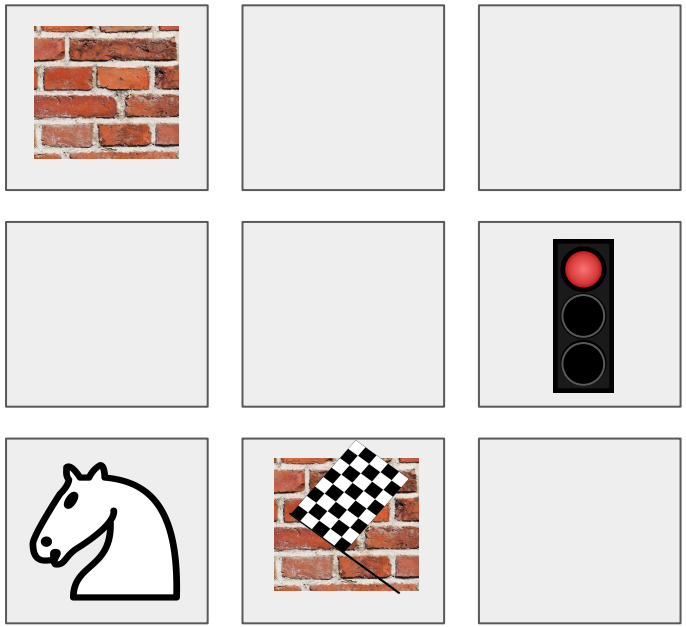
moves: 2



Multileveled

72

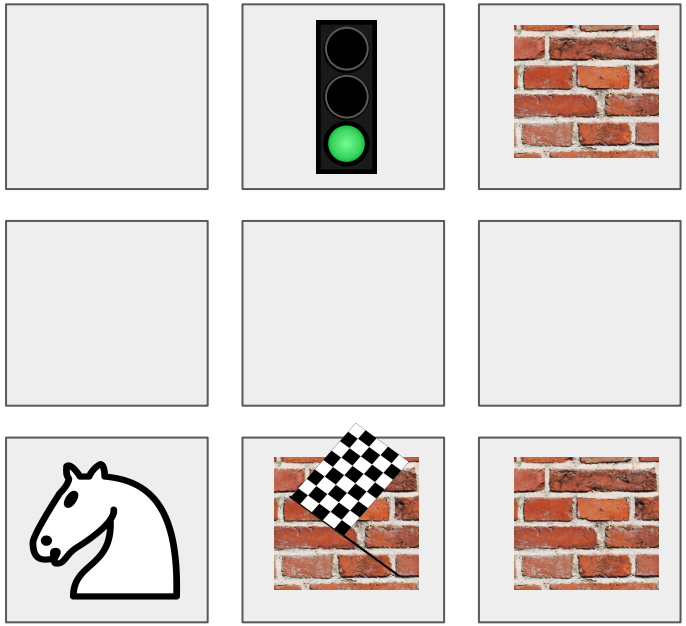
moves: 4



Traffic

73

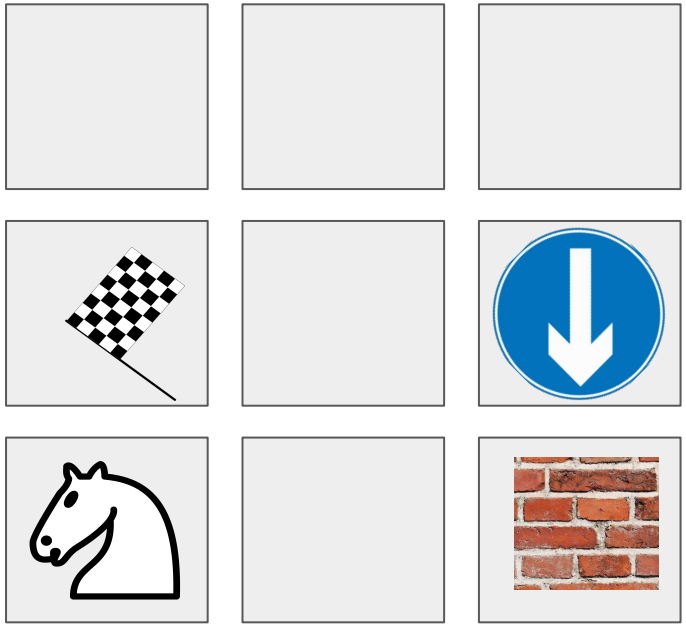
moves: 2



Mind the Gap

74

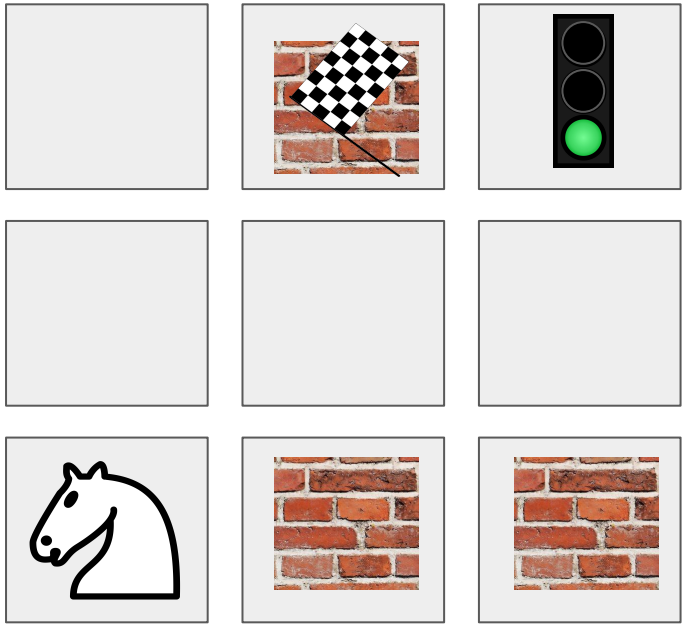
moves: 2



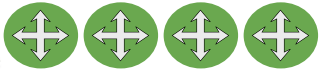
Backboard

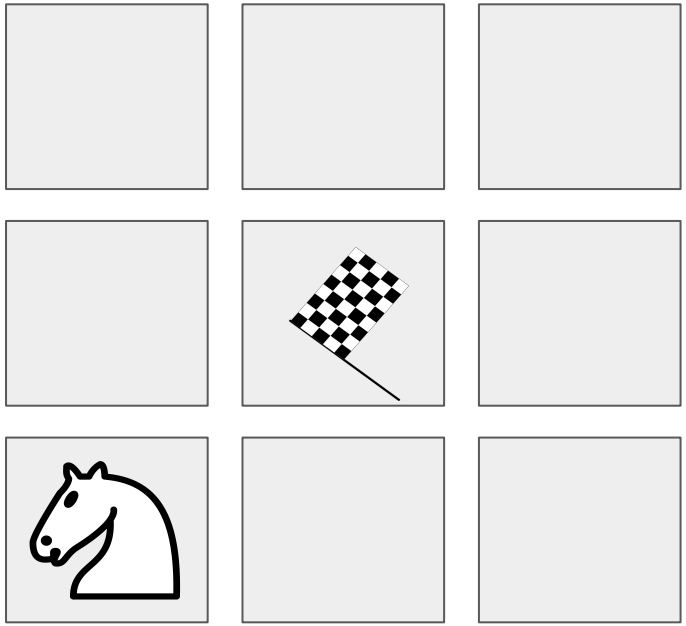
75

moves: 3



Tic Tac

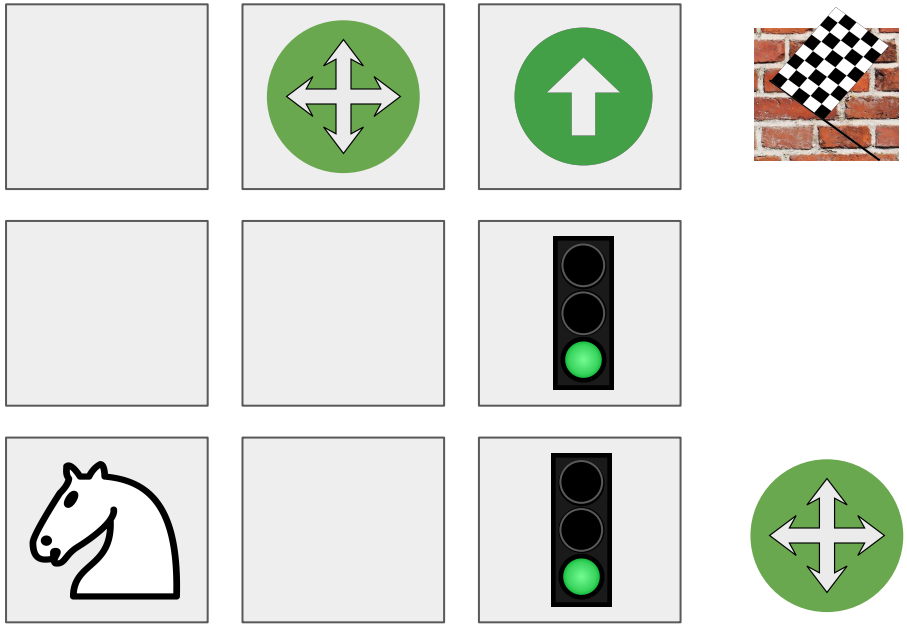
76  moves: 0



Conveyor Belt

77

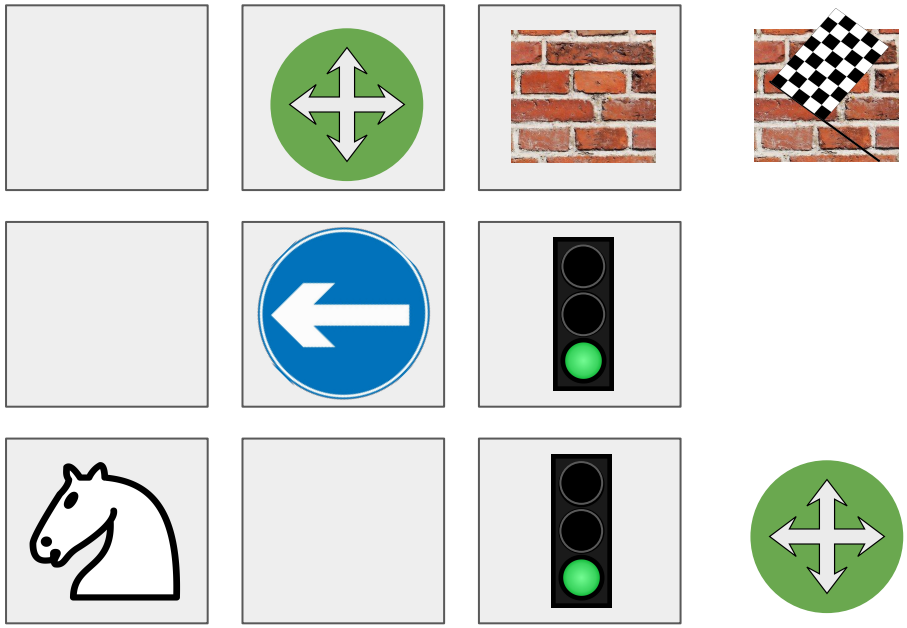
moves: 4



Factory

78

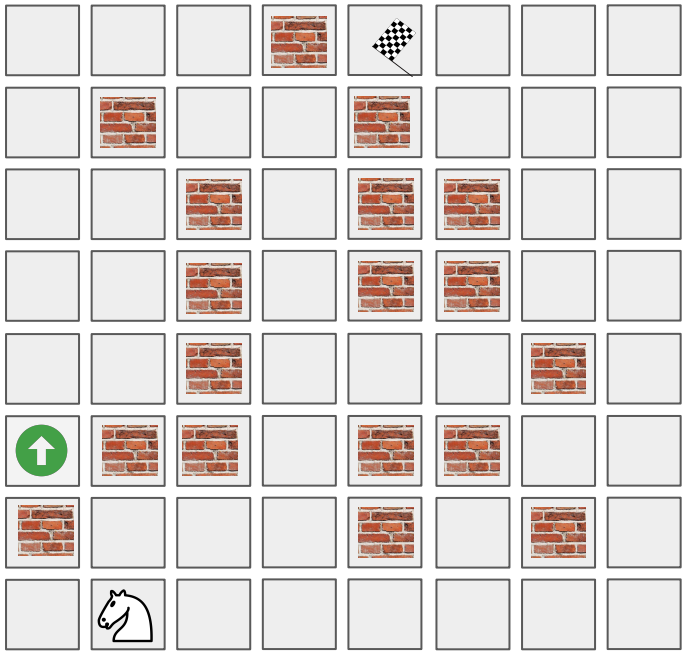
moves: 4



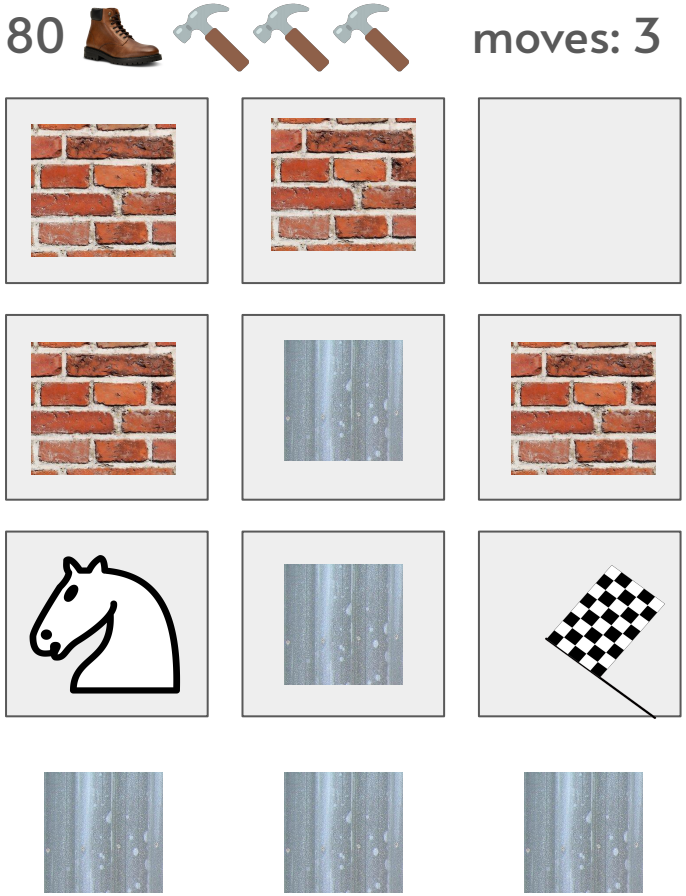
Factory 2

79

moves: 21



Regicide



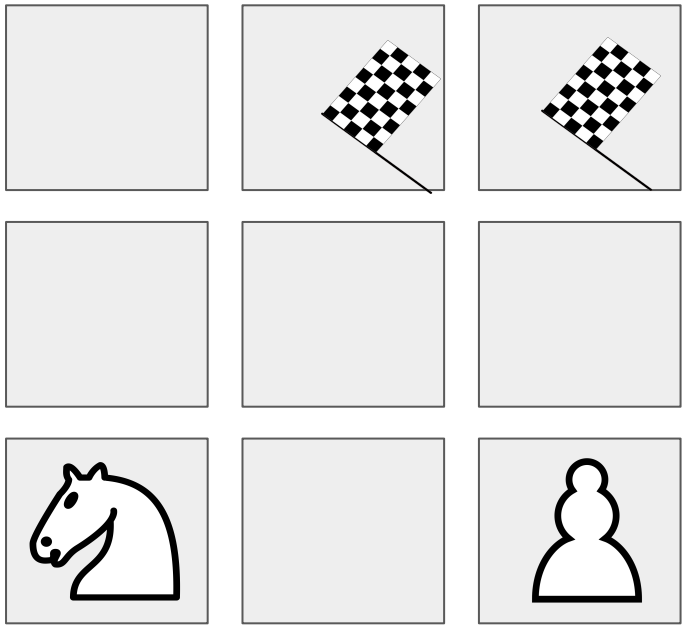
Jailbreak 5

Chapter V

The Family
15 Puzzles

81

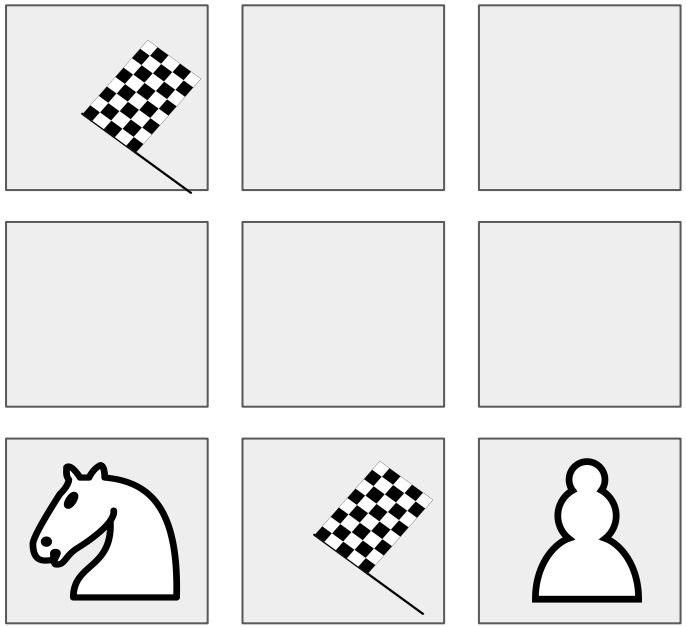
moves: 3



Pawn

82

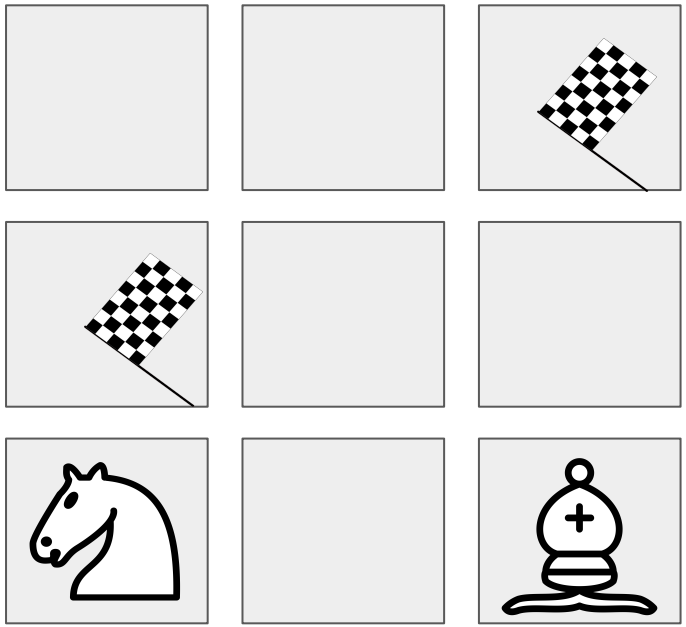
moves: 5



Promotion

83

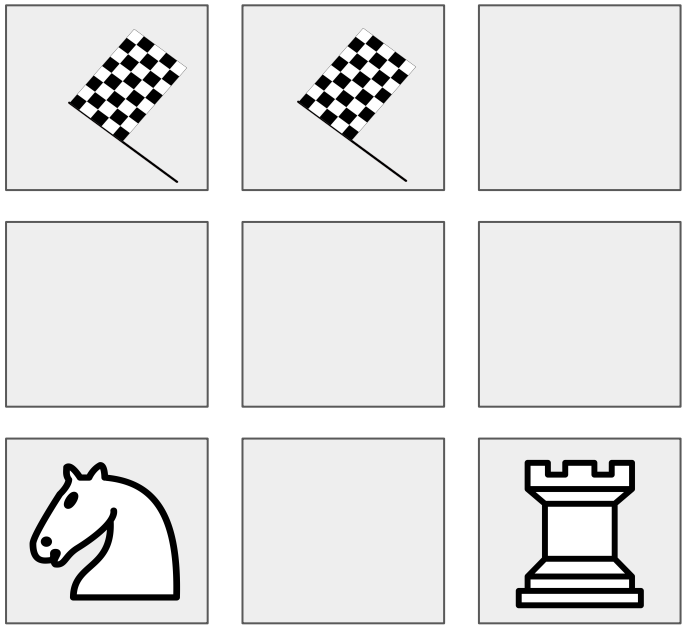
moves: 5



Bishop

84

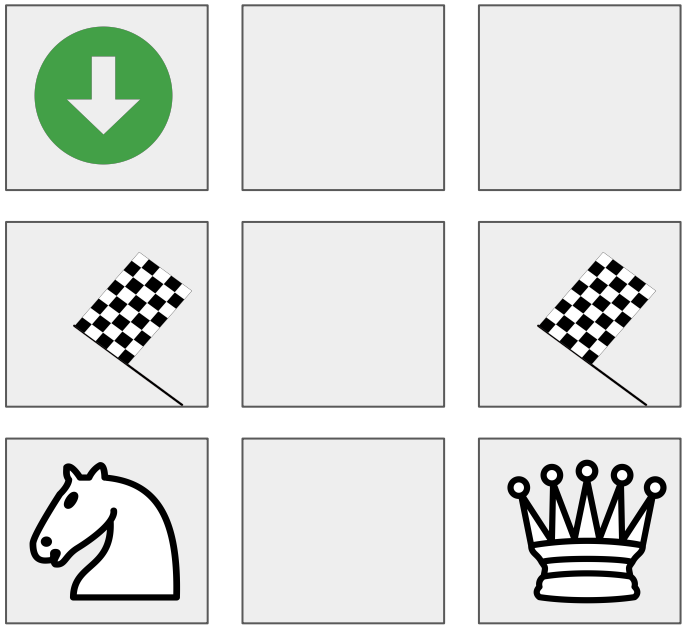
moves: 3



Rook

85

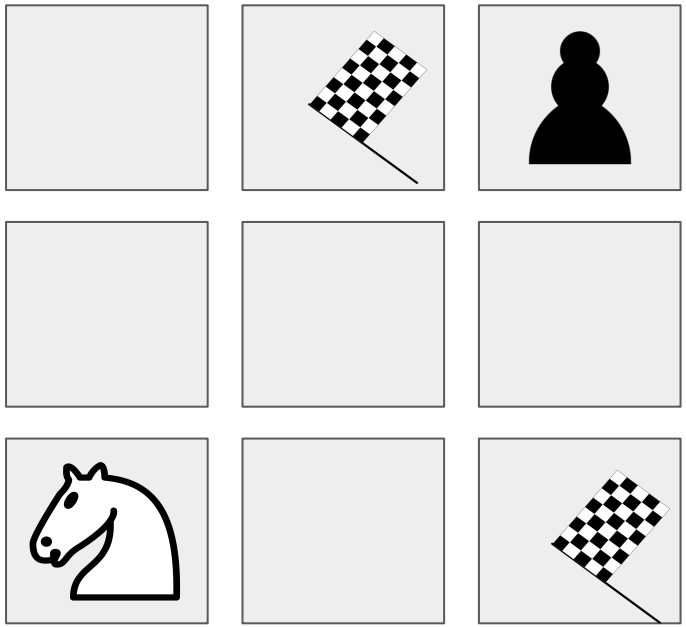
moves: 2



Queen

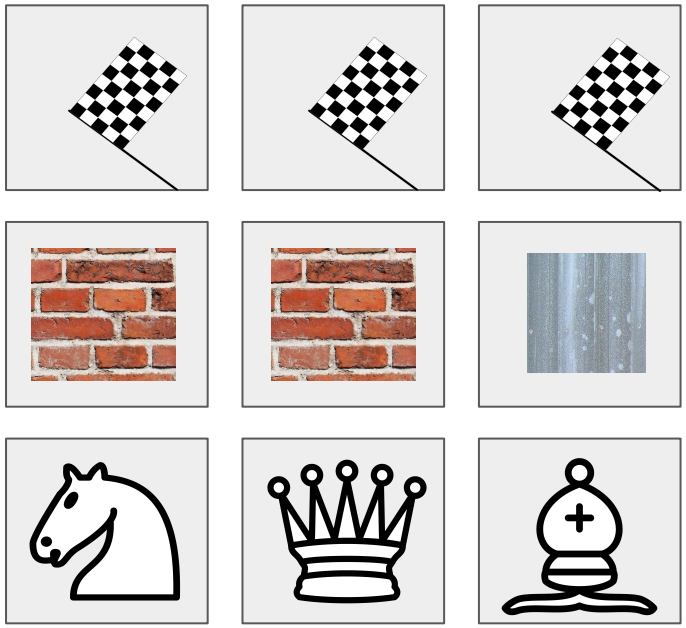
86

moves: 3



Black Sheep

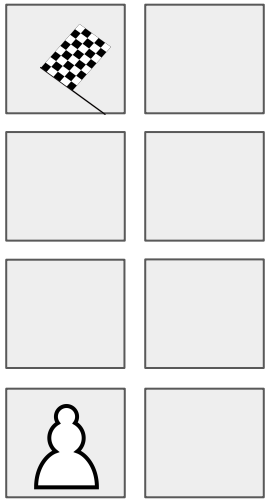
87 🔨 moves: 4



Crowd

88

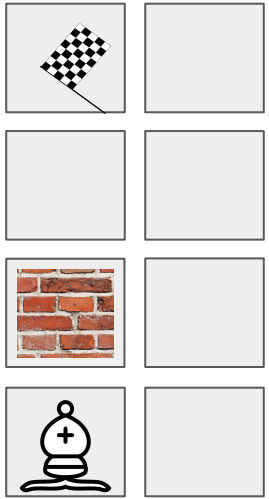
moves: 2



Dash

89

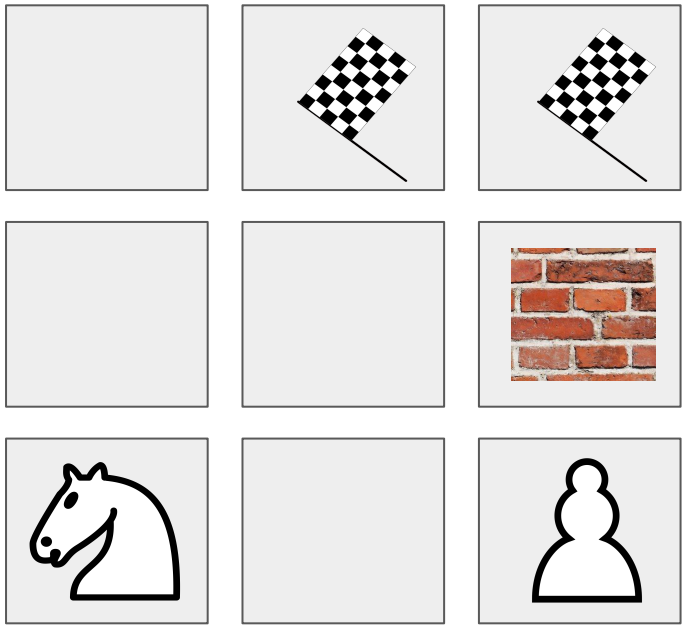
moves: 2



Convert

90

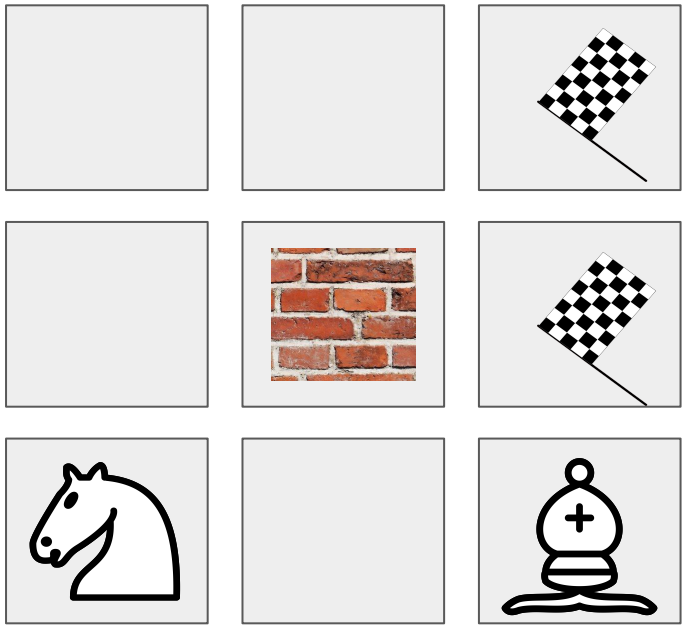
moves: 3



Pawn?

91

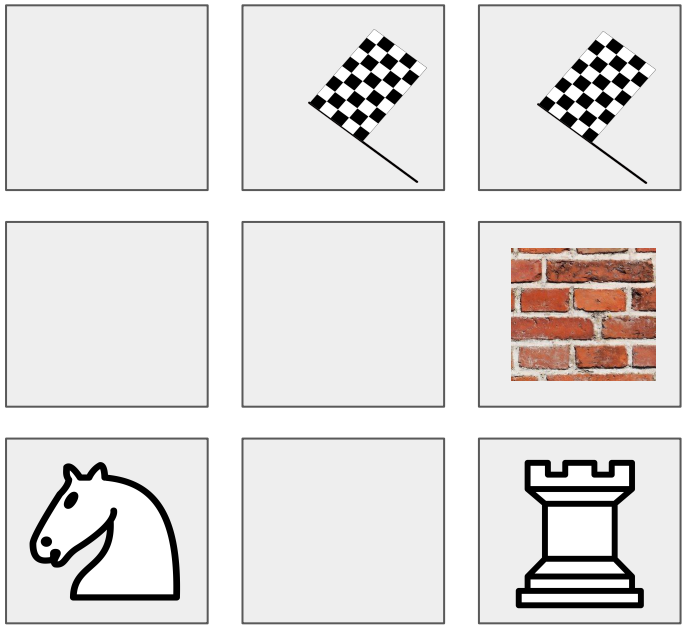
moves: 3



Bishop?

92

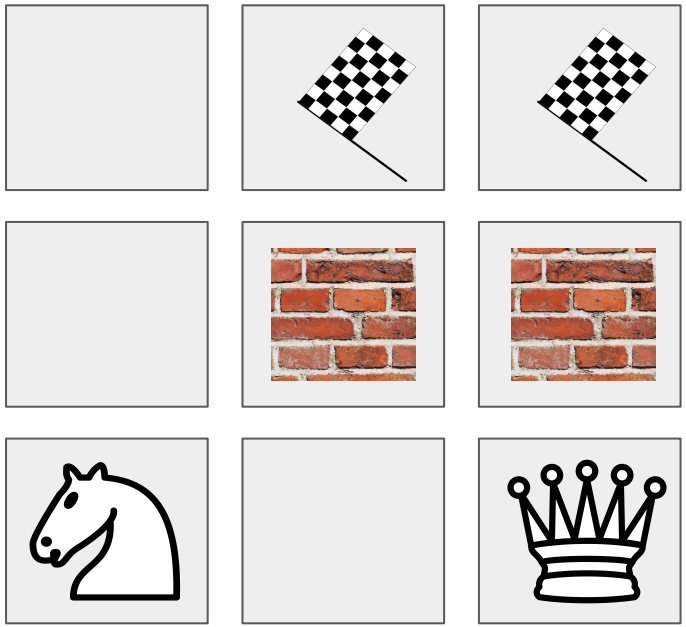
moves: 3



Rook?

93

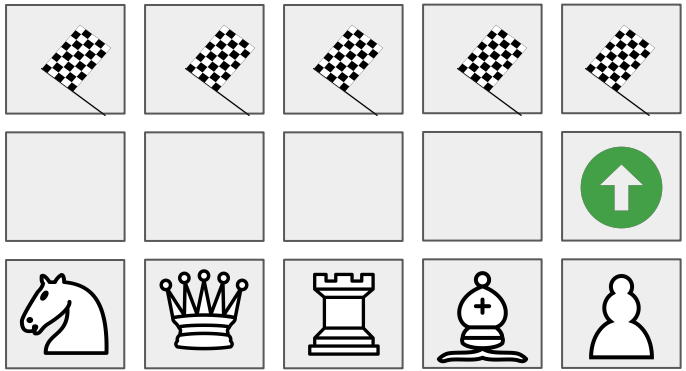
moves: 3



Queen?

94

moves: 5

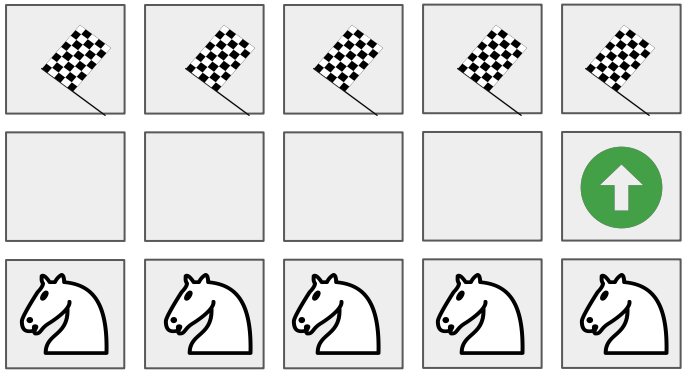


Wait...

The next puzzle may spoil this chapter's gimmick.

95

moves: 5



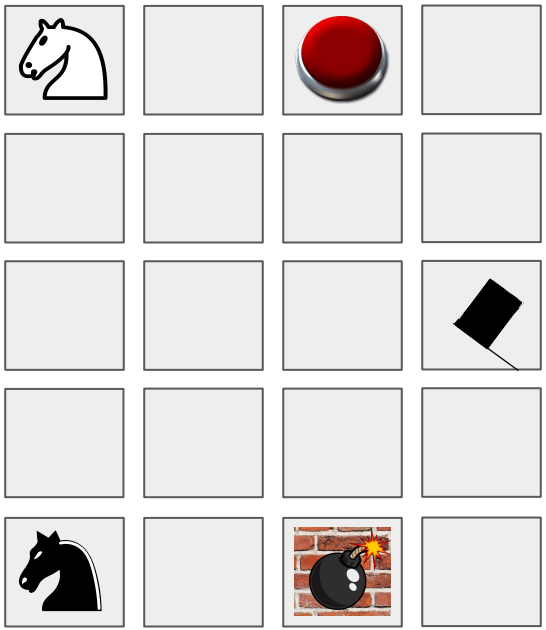
Always Has Been

Chapter VI

Playtesters' Puzzles
5 Puzzles

these puzzles were submitted by playtesters and not altered in any way.
thanks playtesters!

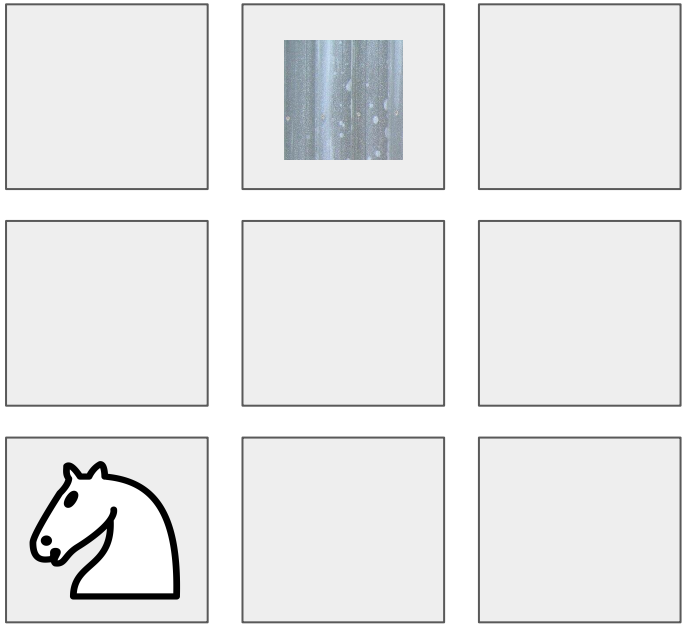
96 moves: 5



Abstinent Turtle:
Evil Twin

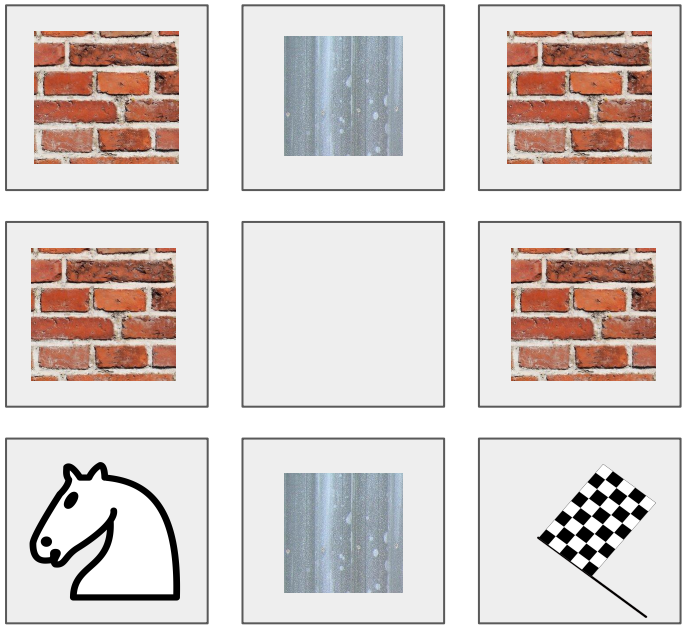
97

moves: 10



Askz
Heist 5

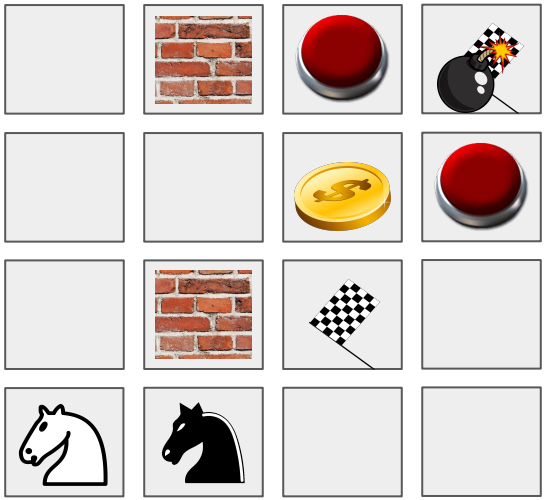
98 moves: 4



DuckRoguer:
Jailbreak 6

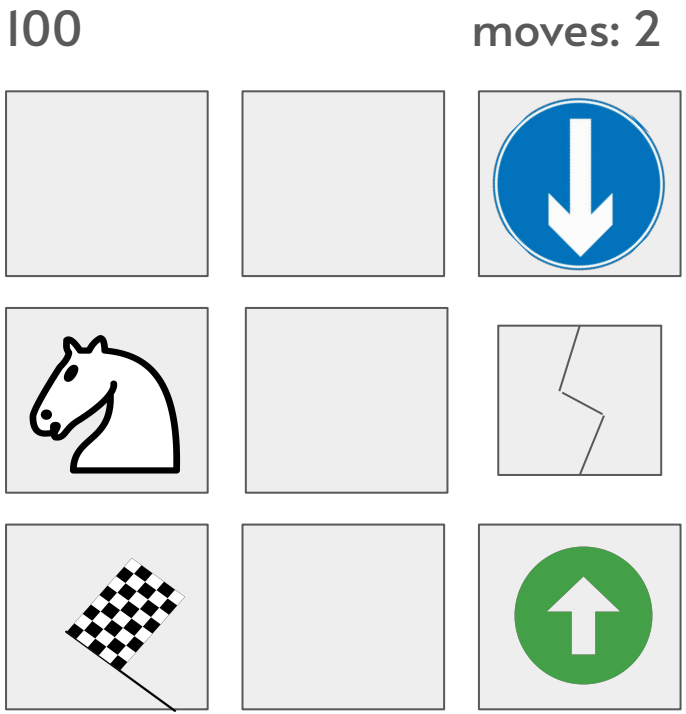
99

moves: 5



tim!!!:

A Crazy Idea



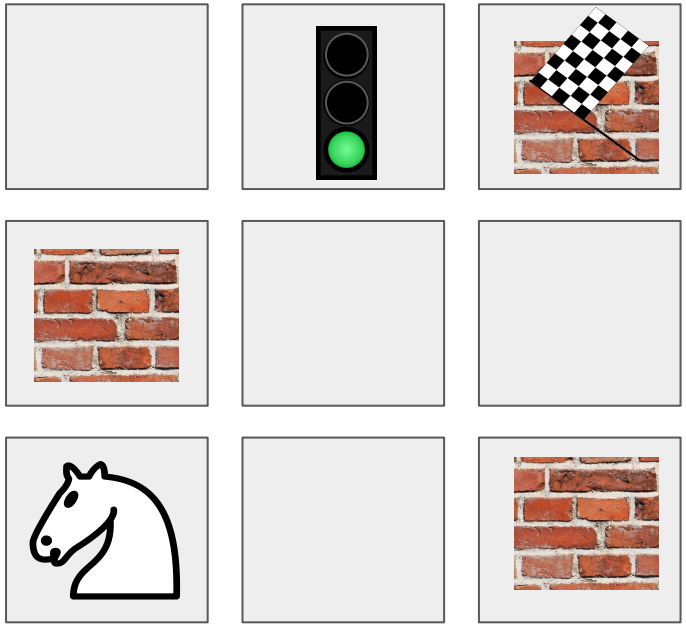
Akebia:
This behavior was undefined

Chapter VII

Long Distance
20 Puzzles

101

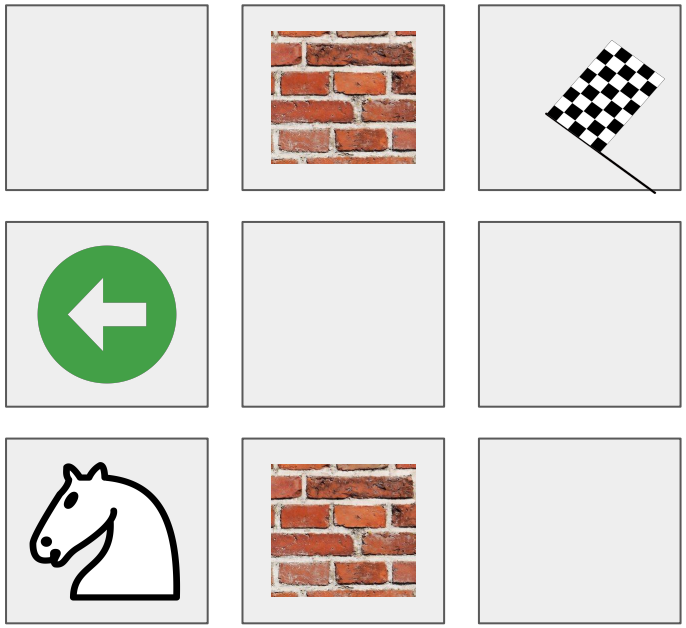
moves: 4



Closet

102

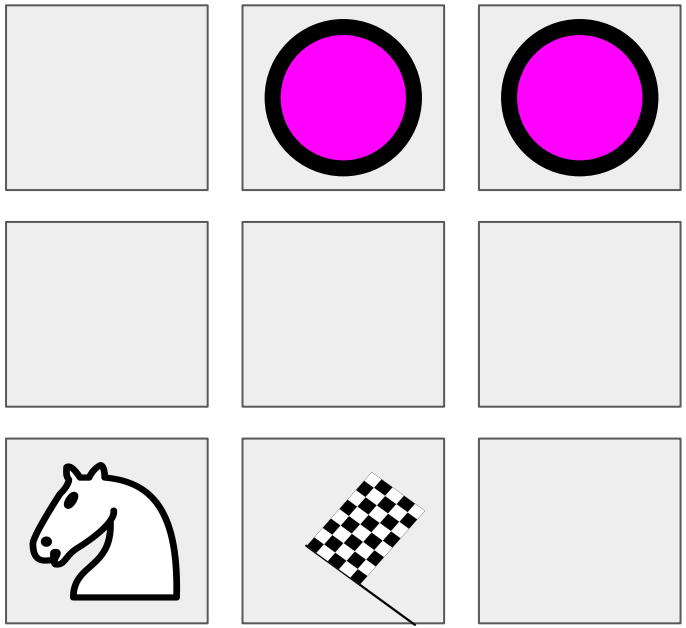
moves: 1



Closet 2

103

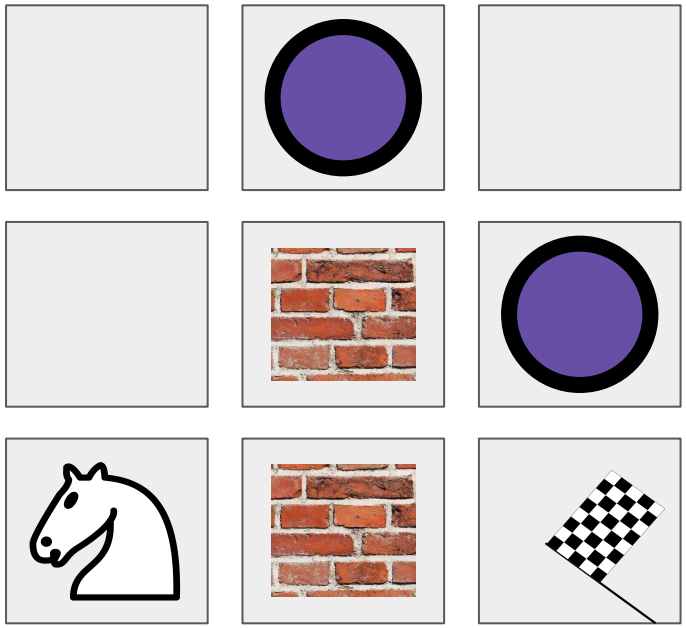
moves: 2



Teleportation

104

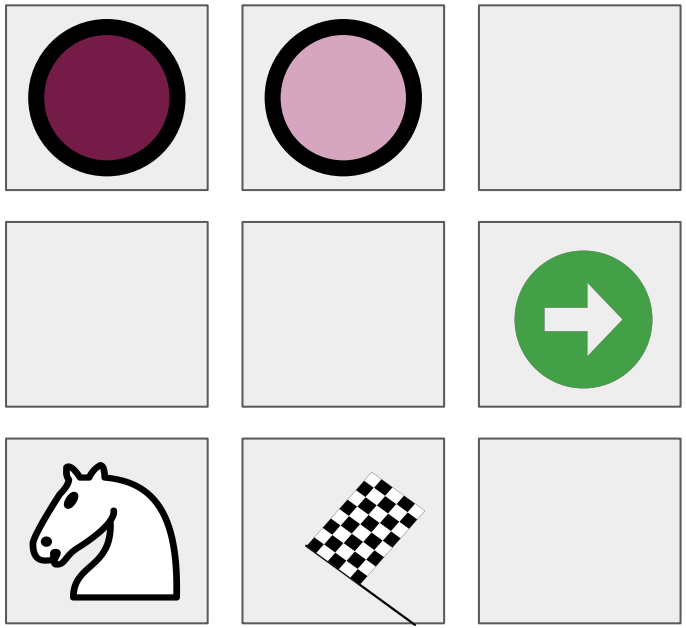
moves: 3



Return

105

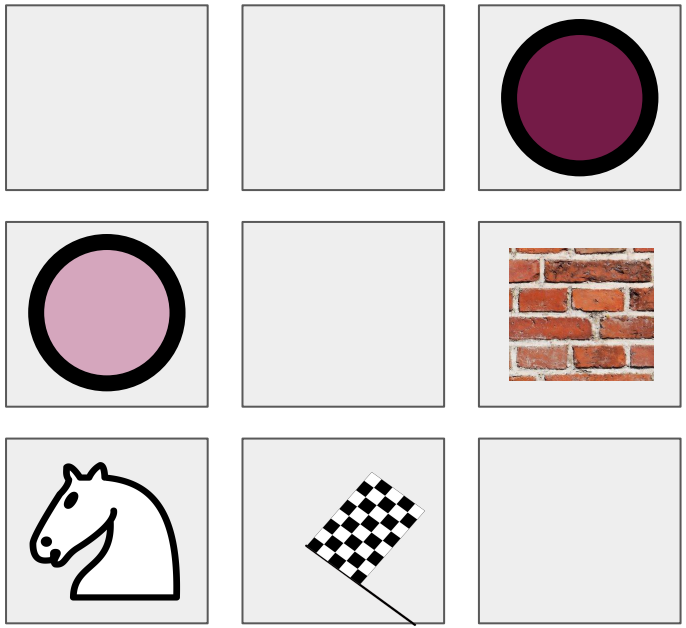
moves: 3



Wormhole

106

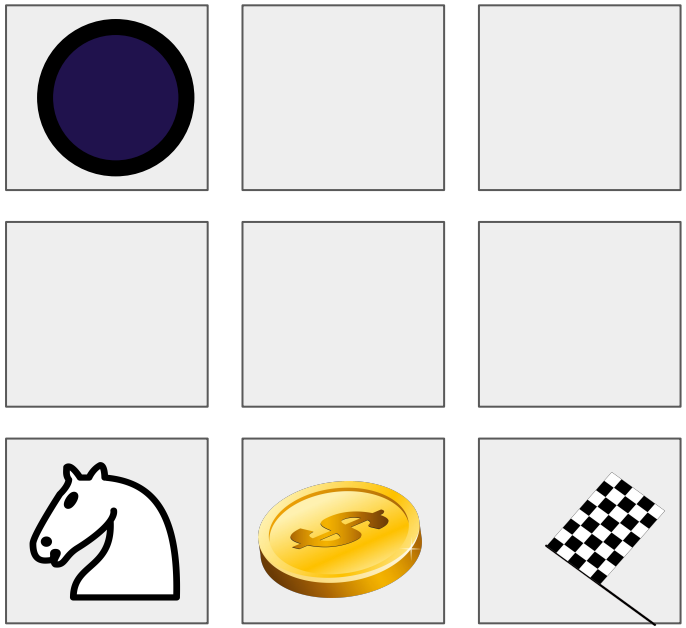
moves: 7



Wormhole 2

107

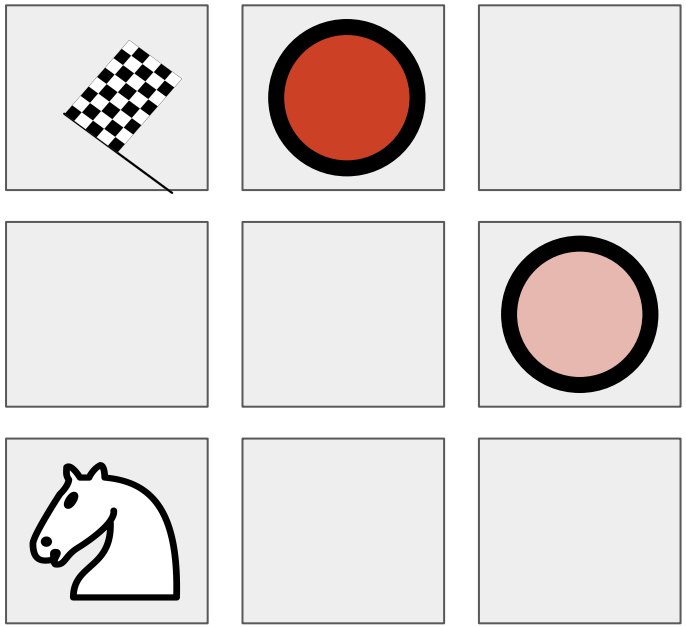
moves: 4



Portal Gun

108

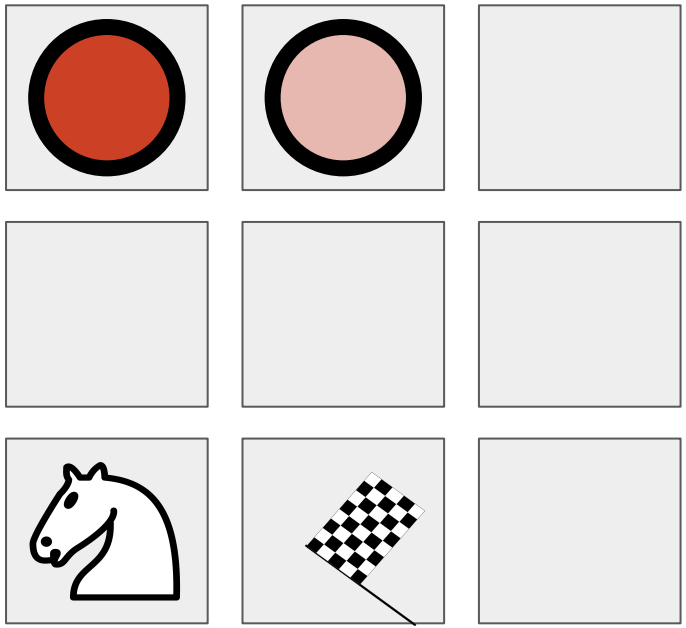
moves: 2



Trade

109

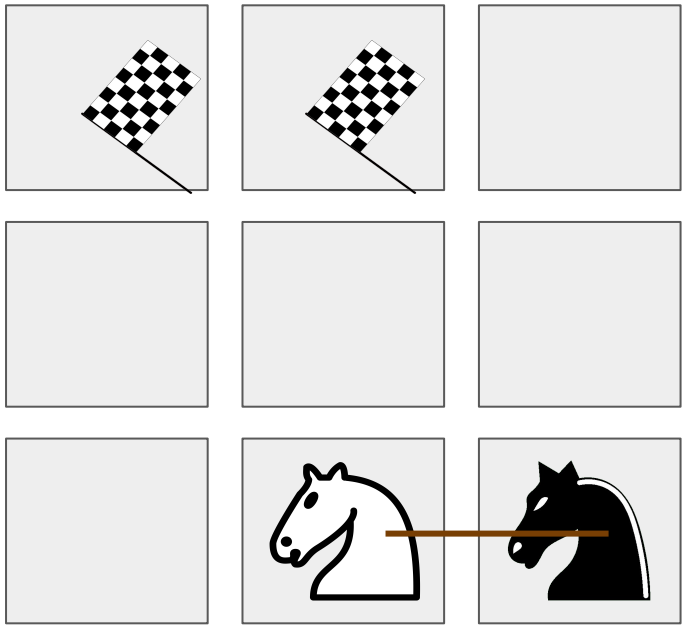
moves: 2



Exchange

110

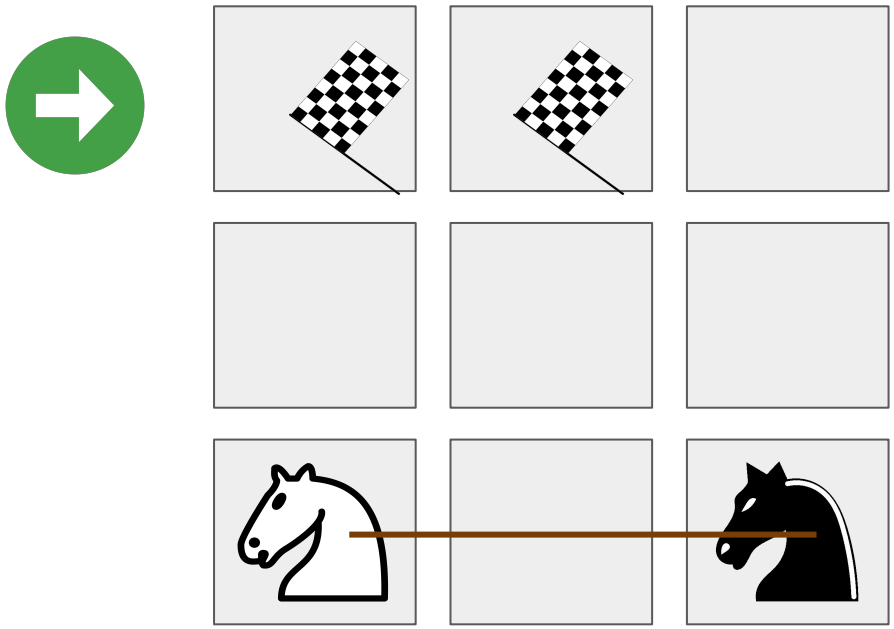
moves: 1



Tether

III

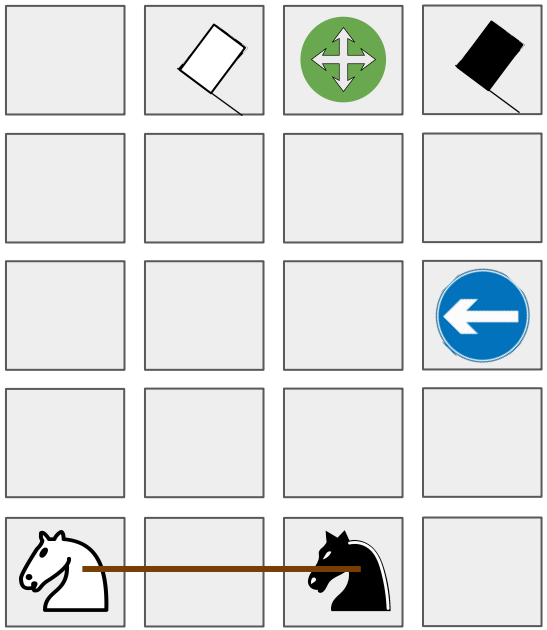
moves: I



Slack

112

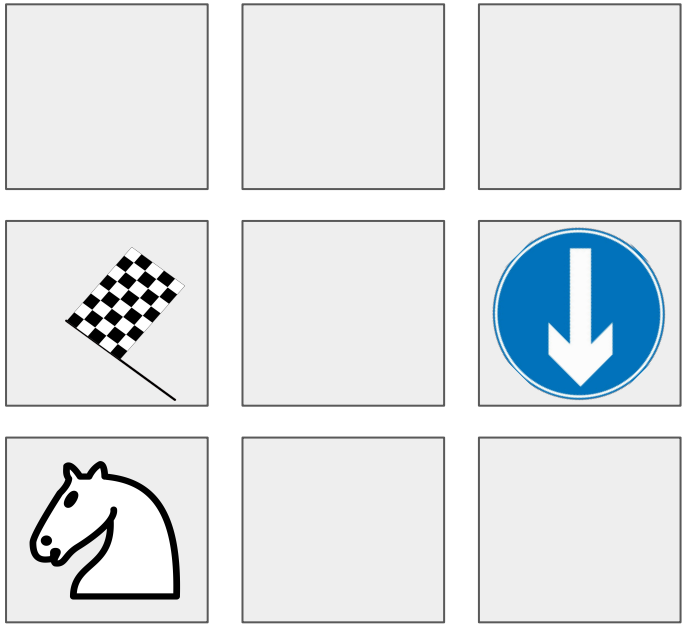
moves: 2



Split

113

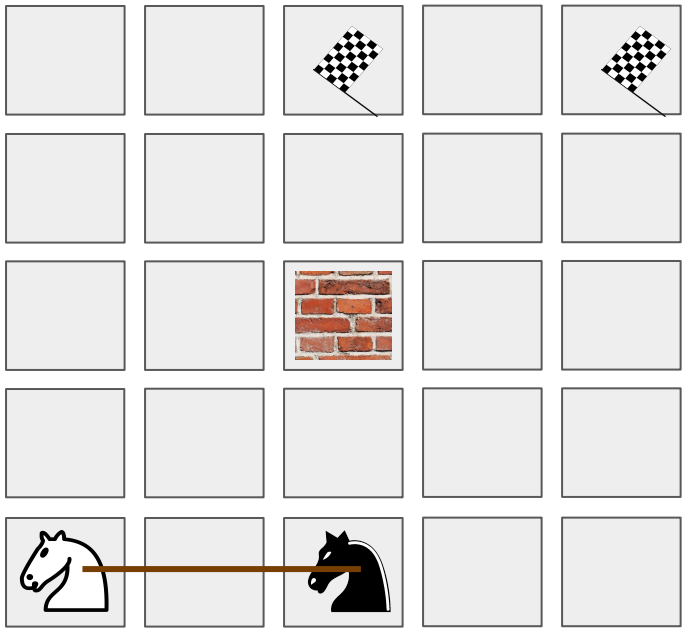
moves: 2



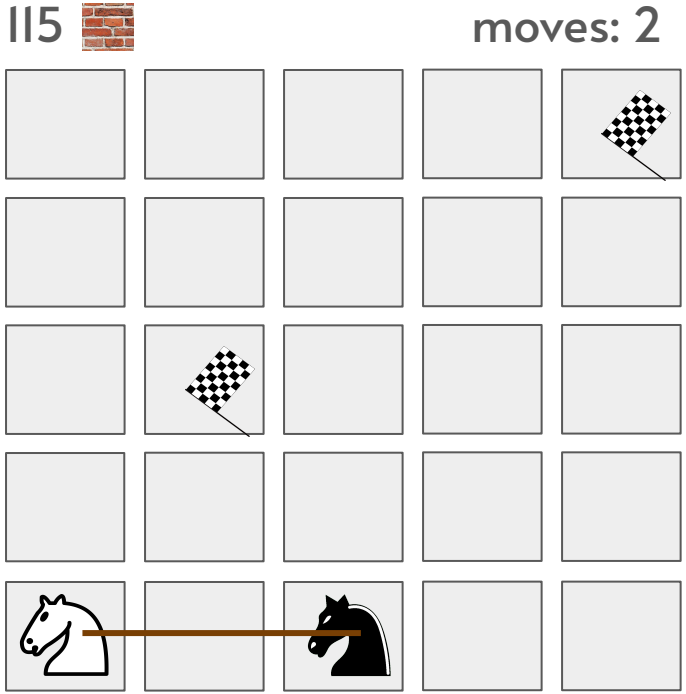
Building Block

114

moves: 3



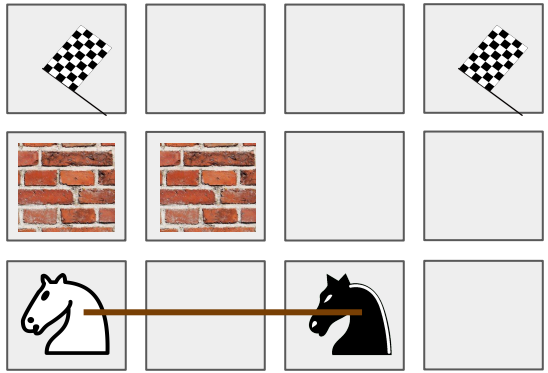
Snap



Overshoot

116

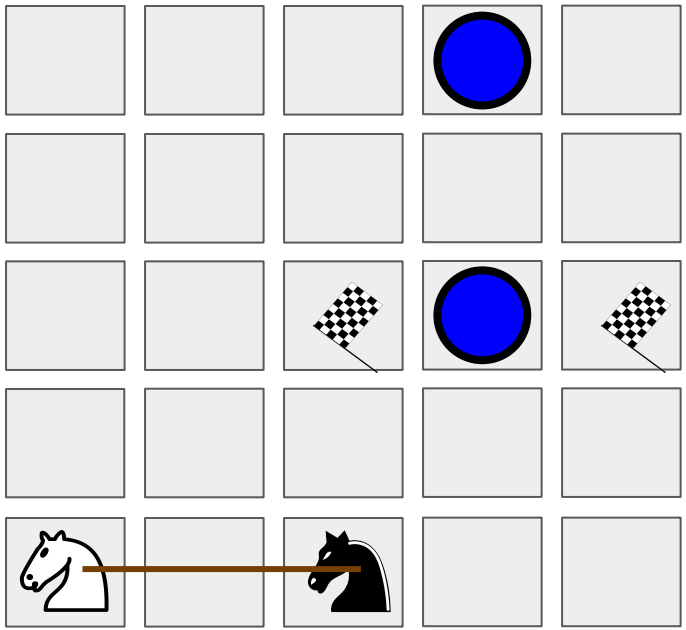
moves: 3



Tension

117

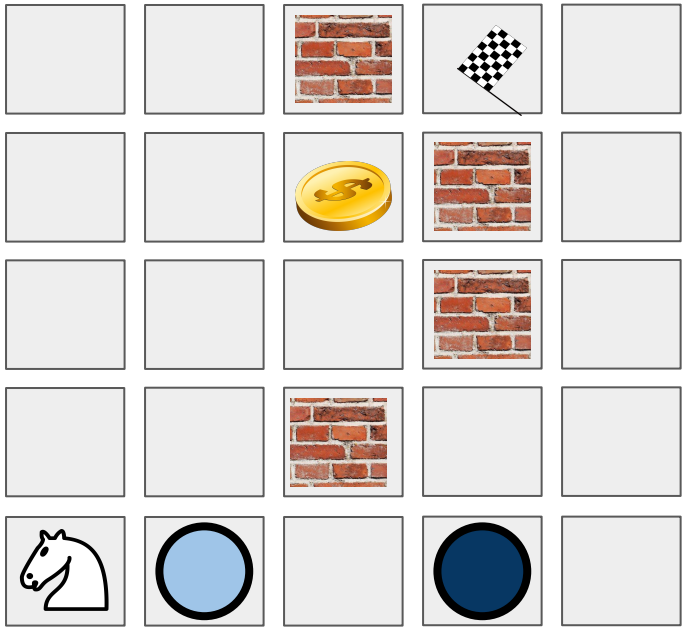
moves: 2



Hold on Tight

118

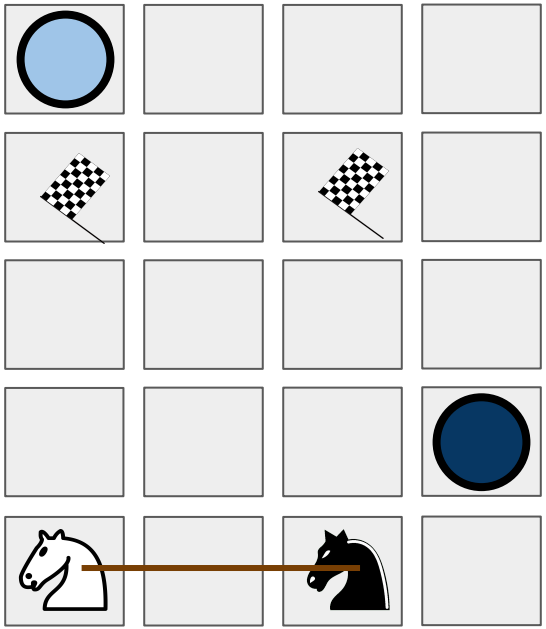
moves: 8



Divide

119

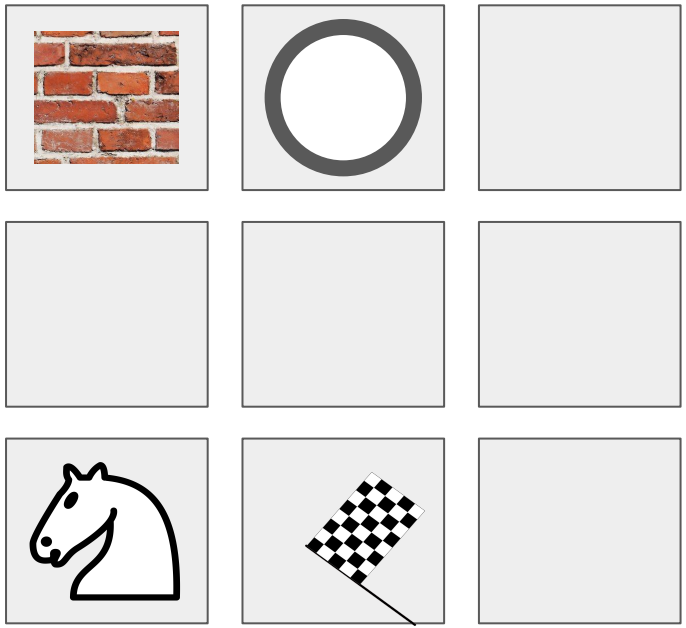
moves: 3



Chain

120

moves: 2



White

End

Thanks for playing!

by me: @kookoobananas (discord), https://koo_koo.itch.io

ICKP would have fewer cursed mechanics, less clarity, and broken puzzles if it weren't for my amazing playtesters!

- Abstinent Turtle
- Akebia
- Askz
- DuckRoguer
- Moz
- Playcebo
- tim!!!

I made a discord server! Feel free to leave feedback or just hang out!
https://discord.gg/9ra2fZFQrG

Mechanics Key

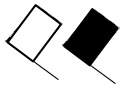
Hopefully you didn't need these. But if you're feeling truly stuck, here's how the non-orthodox chess elements work.

Flag	Must be reached by the knight. The knight cannot leave it after arriving.
Knight	Moves like a knight from chess. Has a limited number of moves. Must land on tiles.
Green Arrow	When landed on, moves the knight 1 space in shown direction.
Blue Arrow	Green arrow, but 2 spaces.
Hammer	Can be used once at any time to create a new tile or remove a brick.
Brick	Cannot be landed on. Cannot be jumped through (imagine the knight drags along the ground in either an L or Z. its path cannot be blocked with brick.)
Metal	Functions like a brick, but cannot be broken by a hammer.
Coin	Must be collected before reaching the flag.
Cracked Tile	Can only be stepped on once. Cannot be replaced by a hammer.

If an arrow would push the knight off of a tile, the move is invalid. If an arrow would push the knight onto a tile from the void, the move is valid.

Arrows where hammers would normally be can be used like hammers to place an arrow facing that direction.

Tiles from the hammer can be built off screen.



Colored Flags Behaves like a normal flag, but must be reached by the matching knight.

Knights There's more than 1! Move count is shared between them.

Button Detonates all bombs when stepped on.

Bomb When detonated, removes the wall it's on.

All flags must be reached. Not every knight must reach a flag.

Knights may lands on each other. While on another knight, a knight may jump onto/over bricks and metal. When moving from one of those, it remains at that elevation.

Each knight can only carry 1 coin.

56	Baba is You
57	Lingo
58	Bee Magic
59	Vegetable Quest
60	Patrick's Parabox

All of these levels are references. 59 is the only one that truly introduces something new: add the elements on the left to the grid to make the shortest possible solution 9 moves.

	4-way Arrow	When landed on, the knight can move in any of the 4 directions.
	Boot	Can be used like a hammer to move 1 space orthogonally.
	Traffic Lights	Alternate between green and red after each move. When red, behaves like metal. When green, behaves like a normal tile.

If a green arrow would push a knight into brick or metal, the knight is not moved.

If a blue arrow would push a knight into brick or metal, the knight "rebounds" 1 space away from the wall.

Boots cannot be used mid-move to keep you from falling off the grid.

Boots cannot move you from a red traffic light to a brick or metal, but boots and arrows can move you onto green traffic lights.

The knight may spend a turn standing still.

If a knight is able to be blown up by a bomb, it must be.

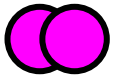
If blowing up a knight would require a flag to be blown up as well, it needn't be.

Blue arrows pushing you 2 tiles will destroy cracked tiles you pass over.

Chapter 6

Queen	Moves like a knight from chess.
Rook	Moves like a knight from chess.
Bishop	Moves like a knight from chess.
Pawn	Moves like a knight from chess.
Black Pawn	Moves like a knight from chess.

Chapter 5



Portals — When stepped on or stood still on, the knight will move to the matching portal of the same color.

Tether — Attached knights move in the same direction for the cost of 1 move.

If an item (by the level #) is unused it may be used in later puzzle.

If the knight stands still on a portal, it will return to the other one.

Portals can go between puzzles.

Knights may reach any flag as long as all flags are reached.

If a brick is in the middle of a tether, it snaps and the knights move like normal.

If bricks block a tethered knight from moving, only one of them moves.

When a tethered knight moves from an arrow, only it moves. When a tethered knight moves from a portal, the other one moves with it.